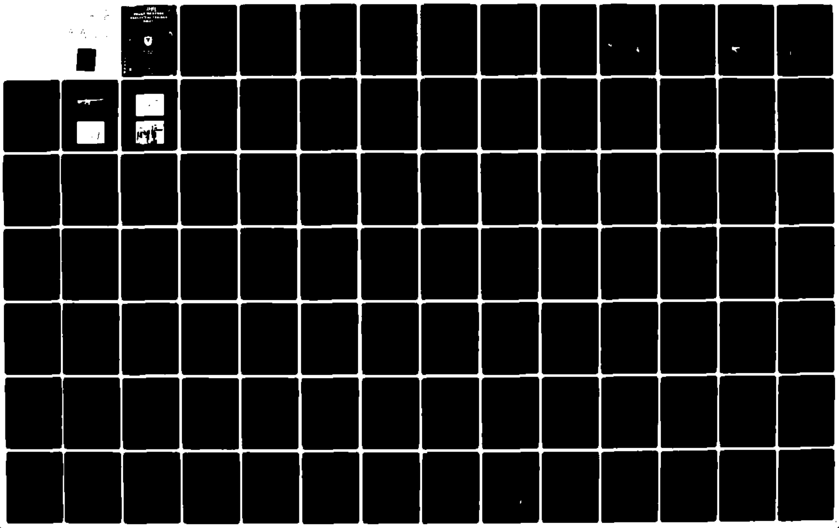

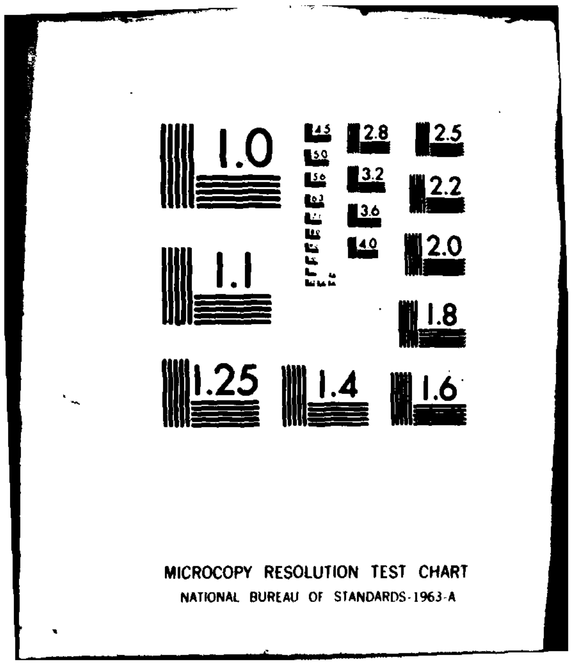

SECURITY CLASSIFICATION OF THIS PAGE (When Data Entered)

REPORT DOCUMENTATION PAGE		READ INSTRUCTIONS BEFORE COMPLETING FORM
1. REPORT NUMBER (14) PM TRADE—RE-0005	2. GOVT ACCESSION NO. DADA4998	3. RECIPIENT'S CATALOG NUMBER AD-A091 077
4. TITLE (and Subtitle) (6) Squad Weapon Analytical Trainer (SWAT), Final Report M-16 Version.		5. TYPE OF REPORT & PERIOD COVERED (9) Final Report
		6. PERFORMING ORG. REPORT NUMBER
7. AUTHOR(s) (10) Albert Marshall, Bon Shaw, ~~Dr.~~ Herbert Towle, George Siragusa ~~and~~ Tom Riordan		8. CONTRACT OR GRANT NUMBER(s) Project 8781
9. PERFORMING ORGANIZATION NAME AND ADDRESS		10. PROGRAM ELEMENT, PROJECT, TASK AREA & WORK UNIT NUMBERS
11. CONTROLLING OFFICE NAME AND ADDRESS U.S. Army (DRCPM-TND-RE) Project Manager for Training Devices Orlando, Florida 32813		12. REPORT DATE (11) July 1980
		13. NUMBER OF PAGES
14. MONITORING AGENCY NAME & ADDRESS (if different from Controlling Office) (12) 152		15. SECURITY CLASS. (of this report) Unclassified
		15a. DECLASSIFICATION/DOWNGRADING SCHEDULE

16. DISTRIBUTION STATEMENT (of this Report)

Approved for public release; distribution unlimited.

17. DISTRIBUTION STATEMENT (of the abstract entered in Block 20, if different from Report)

18. SUPPLEMENTARY NOTES

S C

19. KEY WORDS (Continue on reverse side if necessary and identify by block number)

Trainer
Infantry
Weapons
M-16
Tactical

20. ABSTRACT (Continue on reverse side if necessary and identify by block number)

The Squad Weapons Analytical Trainer (SWAT) is an electro-optic based, microcomputer controlled, training device that enables tactical infantry weapons training with a M-16 rifle, under a simulated high stress battle field environment.

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SUMMARY

The Squad Weapons Analytical Trainer (SWAT), is an electro-optic based, microcomputer controlled, training device that enables tactical infantry weapons training with an M-16 rifle and 16mm motion picture projectors which simulate a high stress battlefield environment. In a short period of time a trainee can be subjected to a large variety of combat situations where each trainee's performance is analyzed in real-time and immediate feedback is given to both the trainees and instructor. Combat scenarios can be changed to fit any potential battlefield requirement.

Prototype models were constructed by the Research and Technology Department, NTEC, Orlando, Florida for both PM TRADE and the U.S. Marine Corps. These models were successfully tested by the U.S. Army Infantry Board (USAIB) for the Directorate of Training Developments, U.S. Army Infantry School, Fort Benning, Georgia and at Camp Lejeune, North Carolina by the U.S. Marine Corps. It was stated that the tests did give some evidence of the SWAT system's potential for training transfer (Ref. 9). Furhtermore, enlisted men, snipers and a variety of General, Field and Company grade officers who fired and observed the SWAT stated that it was a valuable training tool (Ref. 8).

PM TRADE and USMC sponsored work is continuing on this program to develop the capability to add other weapons i.e., Dragon, LAW, M-60 machine gun, etc.

The PM TRADE project manager, was Dr. B. Rashis. The authors wish to thank him for the helpful assistance he gave during this program.

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ILLUSTRATIONS

SECTION I

INTRODUCTION

The Squad Weapons Analytical Trainer (SWAT) is an electro-optic based, microcomputer controlled, training device that enables tactical infantry weapons training with an M-16 rifle, under a simulated high stress battlefield environment. In a short period of time a trainee can be subjected to a large variety of combat situations where each trainee's performance is analyzed in realtime, and immediate feedback is given to both the trainees and instructor. Combat scenarios can be changed to fit any potential battlefield requirement. An artist's concept of the trainer is shown in Figure I-1.

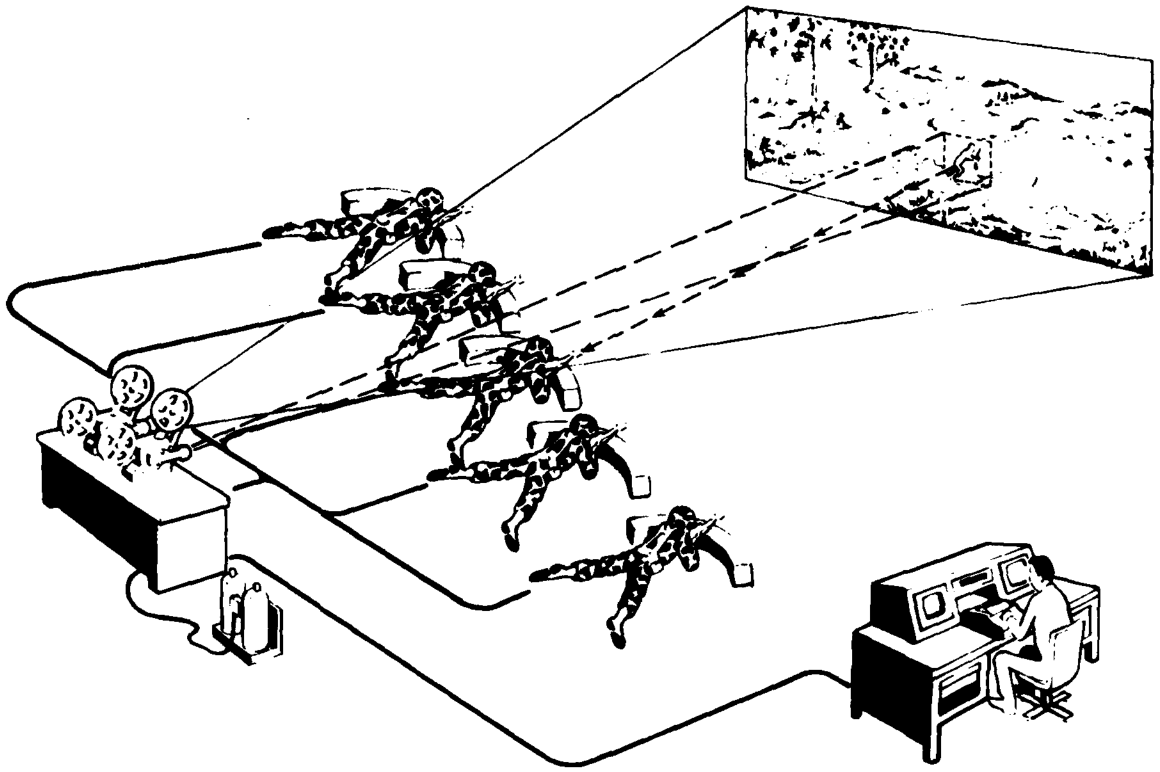


Figure I-1. Artist's Concept

This training device provides the trainees or instructor the following simulated weapons effects and feedback information:

- Weapon recoil
- Weapon bang
- Magazine action
- Automatic or single shot simulation

- Lead and elevation if applicable, is programmed in the system
- Real-time individual audio scoring feedback, using computer generated voice, via a headset
- Trainee feedback data displayed in columns on TV type monitor for instructor observation
- Reaction time
- Movement of weapon relative to correct kill zone is observed by instructor and recorded for playback.
- Lowest performer indicated to instructor
- Identification of trainee responsible for shooting with no target present
- Built-in self-check features
- Score determined
- Hardcopy of scoring results

SECTION II

SYSTEM DESCRIPTION

This section of the report describes the system. Details of the system design are included in Section III.

The system utilizes two motion picture projectors: a visual and an infrared (IR) target spot projector (see Figure II-1). The visual projector displays the battle scene including the visual targets. The infrared projector provides invisible infrared target areas at which the weapon must be aimed in order to score a hit. Lead is programmed into the infrared target film, which the weapon receiver detects, requiring the trainee to lead the target as necessary. Figure II-1 shows the visual target on the left and the infrared target on the right indicating that the target is moving to the right.

Each trainee has a simulated M-16 rifle with an attached infrared (IR) receiver. The IR detector is a four-quadrant photodiode. The four-quadrant target information and microcomputer logic determines kills, eight areas of near misses, and total misses. The regions of near miss include high, low, left, right, high right, high left, low left, and low right.

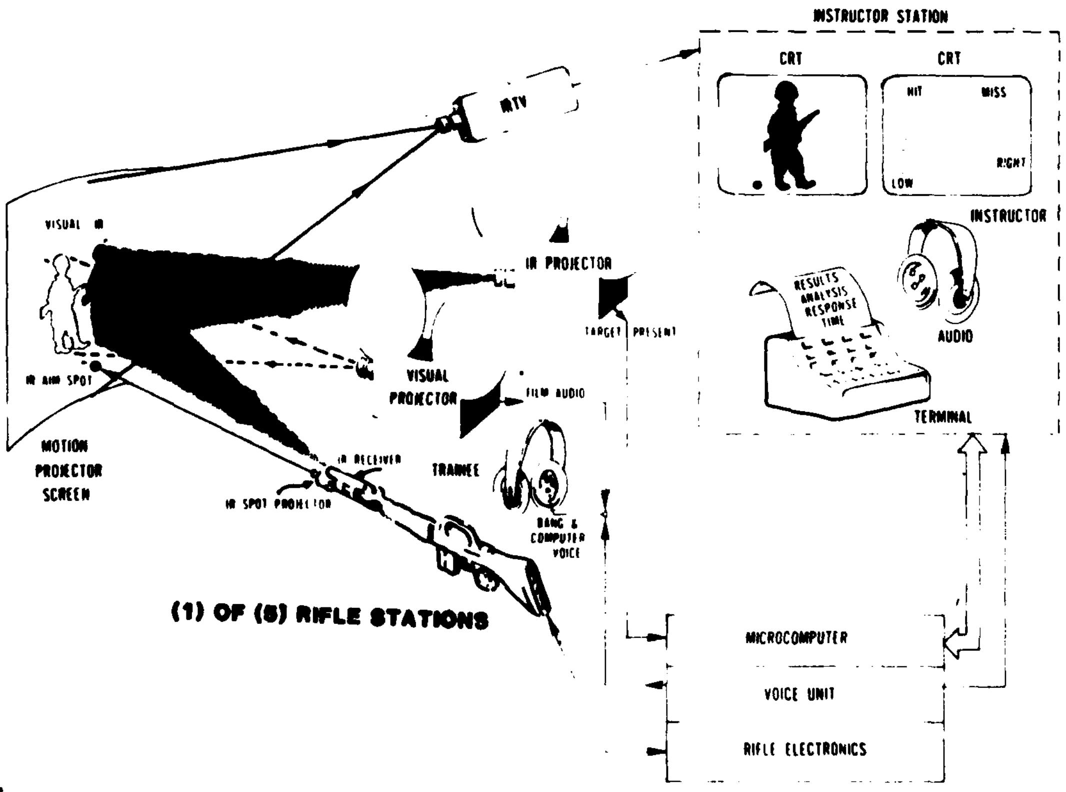


Figure II-1. System Block Diagram

When the trainee fires the weapon he hears a simulated bang and feels a recoil. Recoil is generated by a short pulse of air released near the front sight which drives the weapon high and to the right. An 8080 based microcomputer determines where the round would have hit using the detector's quadrant data and supplies this information to both a computer generated voice unit and a CRT display on the instructor's console. The computer voice unit drives both the trainee and instructor headsets. When a target appears on the screen, the IR projector outputs a target present signal from the magnetic audio stripe on the film. This signal starts a clock in the microcomputer which measures the time until the trainee fires, or effectively his reaction time. The target present signal is also used to determine the number of targets that appeared, targets ignored, targets shot at and if the trainee fired when no target was present. Trainee results are continuously displayed in columns on a CRT display on the instructor's station. At the completion of the exercise, the results, analyzes and response time are printed by a terminal at the instructor's station.

Distribution of fire can be monitored using a gallium arsenide laser infrared source located in the flash hider part of the rifle. The projected IR laser spot is invisible to the trainee but is detected by an infrared television camera and displayed by a CRT located on the instructor's console as shown in Figure II-1. When the rifle is fired the IR spot projector illuminates the screen with a small IR spot. If the instructor wants to continuously monitor rifle motion the IR aiming spot is left on continuously and the laser spot brightens when the trainee shoots. The TV camera data can also be recorded for playback during debrief.

Figure II-2 shows the rifle electronics and two projected targets. Discrimination of the infrared targets is enhanced by projecting the IR targets at frequencies different from the visual scene signals and amplifying the infrared targets. The motion picture projectors have also been modified to incorporate hot and cold mirrors, whose function will be described.

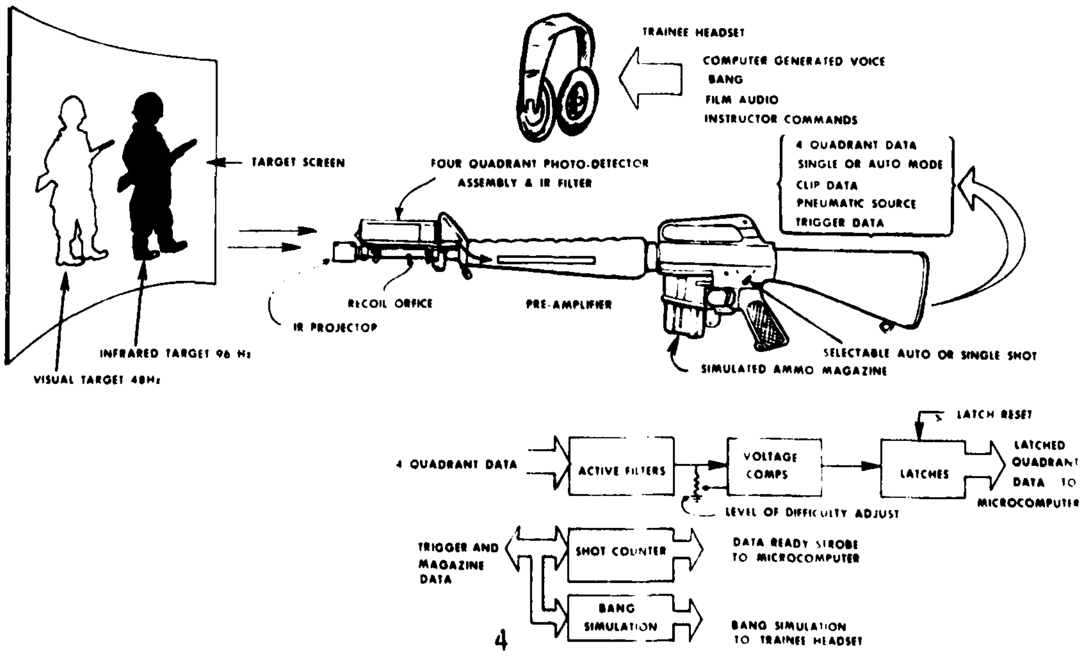


Figure II-2. Rifle Electronics Block Diagram

The visual projector contains a hot mirror. This multilayer dielectric mirror reflects or removes most of the infrared above 750 nanometer from the visual scene. The infrared projector contains a cold mirror. The cold mirror reflects the visual energy and passes the infrared energy above 750 nanometers. This allows a weapon equipped with an infrared receiver to ignore the visual data and obtain its target data from the infrared projector.

The S/N ratio of the system is further improved by using two different projector chopper frequencies. In the visual projector the chopper is a two bladed equally divided shutter. In the IR projector the chopper is a four bladed shutter. The visual scene is chopped or shuttered at a frequency of 48 Hz; the IR data is shuttered at a frequency of 96 Hz. By using two different chopping frequencies active filters in the weapons IR receiver can be tuned to detect the infrared target spot and ignore the visual battle scene. The projectors are frame locked together synchronously.

The rifle uses an IR detector consisting of a lens and a four-quadrant photo diode detector to detect infrared targets. An infrared filter is utilized in the weapon optical system to reduce the visual signal effect on the photo detector. The photo detector signals are amplified by two bi-FET operational amplifiers. A voltage comparator sets a threshold to establish a digital "one" or "zero". The voltage reference level of the comparator can be set to adjust the level of difficulty. The voltage comparator data is latched and delivered as input to the microcomputer system for data analysis, display and feedback.

The rifle can operate in either a single-shot or automatic mode and requires the trainee to reload after he has fired thirty rounds. The rifle's simulated magazine contains a capacitor. When the magazine is inserted into the rifle this internal capacitor is discharged, which resets a counter.

Bang simulation is achieved by filtering a noise source and then producing a noise envelope with a sharp rise time and exponential decay.

The training rifle is shown in Figure II-3. The four-quadrant detector is located on top of the barrel and the flash hider contains a gallium arsenide IR laser. The rifle is a replica but contains real sights that are adjustable. The plastic hose shown attached to the rifle, Figure II-3, is used to carry the air for recoil.

The instructor's console is shown in Figure II-4. The right hand CRT displays the verbal data transmitted to each trainee in five columns. The lowest score is automatically flagged by a LED under the applicable trainees column. This alerts the instructor so he can more closely observe that trainee. The left hand side of the console contains a CRT display used to monitor the weapon motion. Communication to the microcomputer is via a terminal shown in front of the instructor. See Appendix E for description of the switches on the console.

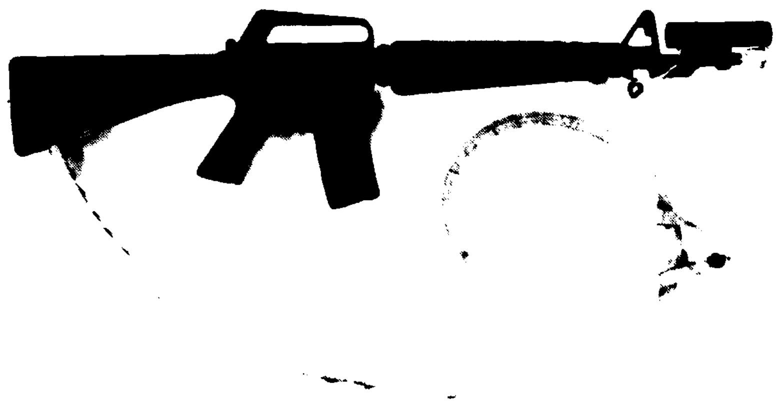


Figure II-3. M-16 Training Rifle

Figure II-4. Instructor's Console

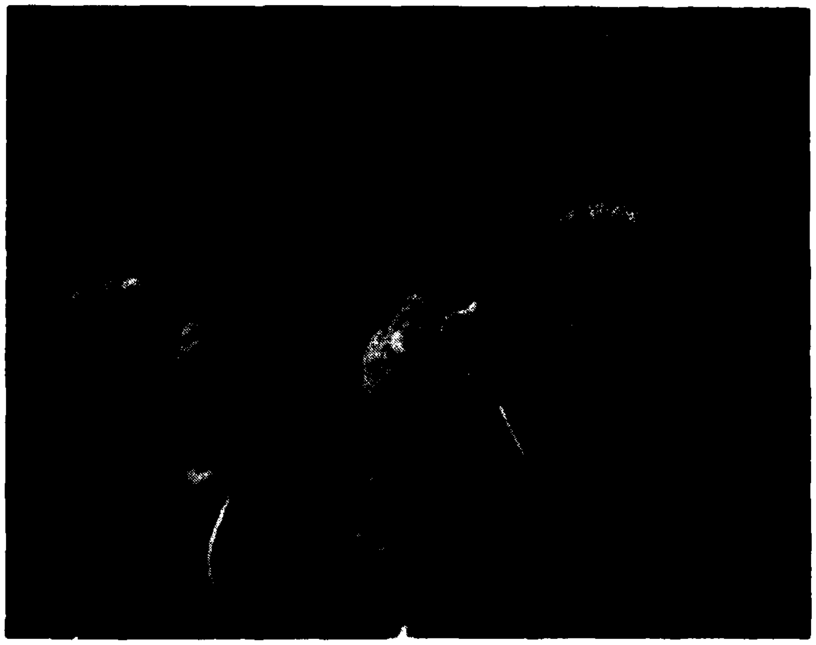


Figure II-5. Trainees Firing at Screen

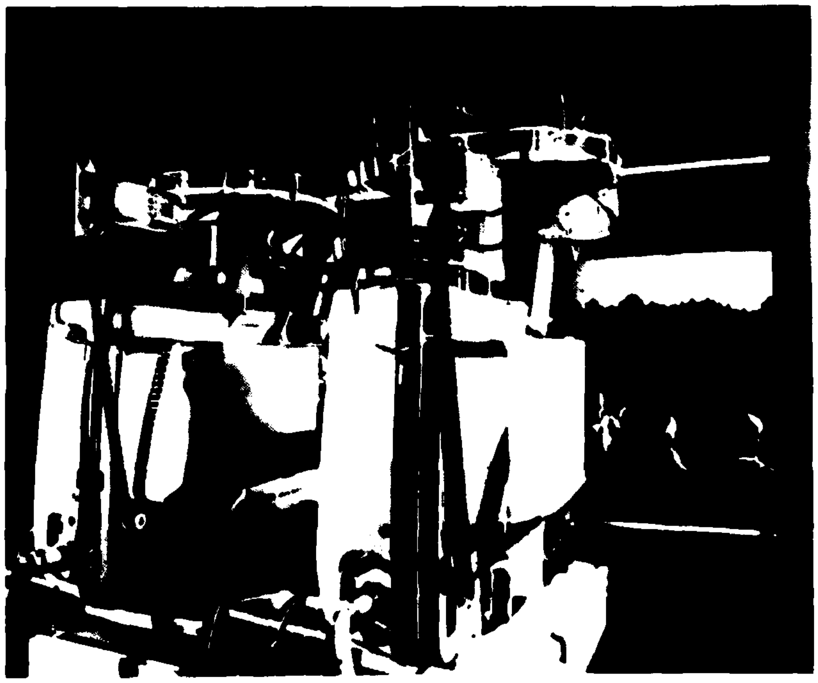


Figure II-6. Synchronized Visual and IR Projectors

Figure II-5 shows the trainees firing at the screen. Note each trainee wears a headset for individual feedback.

Figure II-6 shows the projectors. Loopers (a closed-loop film strip) are used so rewinding is not necessary. An auto-stop/auto-align feature is visible near the loopers.

The computer voice system is a solid state communications processor. It operates as a standard data terminal to the host 80/20 microcomputer system. The vocabulary has been digitized and stored in nonvolatile memory (PROM). The system contains thirty-two individually addressable words and five independent output channels. Thus, the computer voice system can talk to any or all of the five trainees while saying the same or different words or phrases. Each trainee wears a headset so he hears only the feedback applicable to his performance.

The system is controlled by a modified Intel 80/20 microcomputer system.

Section III, next, describes the system design.

SECTION III

SYSTEM DESIGN

A. PROJECTORS

The motion picture projectors are two Hokuskin, 16mm sound projectors equipped for frame-for-frame sync. The lamp is a 500 watt Xenon-arc, type KXL-500H. One projector is used as an IR target spot projector. The IR projector uses a cold mirror to remove the visual energy, Melles Griot, 03MHGD07. The transmittance of the hot and cold mirrors are shown in Figure III-1.

Loopers are utilized instead of reels to eliminate the necessity of rewinding the film.

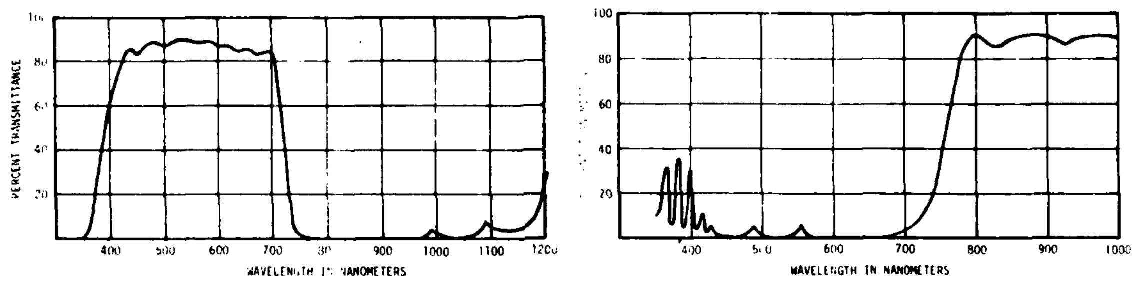


Figure III-1. Transmittance of Hot and Cold Mirrors

The projectors are equipped for either optical or magnetic sound reproduction. Sound for the battle scene is recorded for optical pickup on the visual projector.

Target present signals are recorded on the magnetic stripe of the IR film. The target present signal is a 1 KHz audio tone, which is decoded by an electronic tone decoder, Figure III-2.

The battle scene film was both taken and projected using a 25mm focal length lens to minimize perspective distortion.

The IR projector has a modified four bladed shutter which chops the IR data at a frequency of 96 Hz. The visual projector has a conventional two bladed chopper which chops the visual scene at 48 Hz.

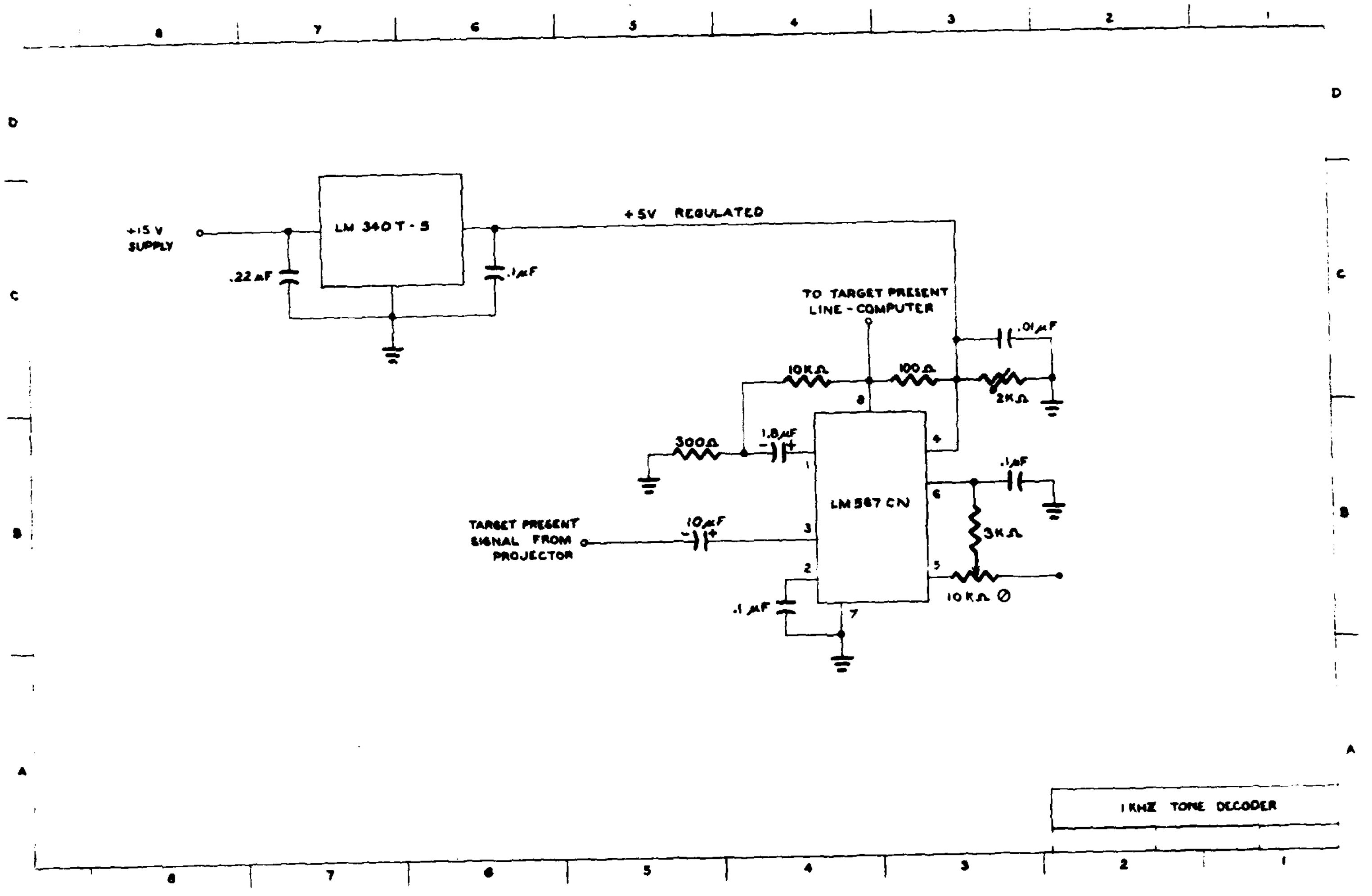


Figure III-2. Target Present Decoder

The projectors are equipped with an auto-stop feature which allows the film to be stopped at any desired location by simply placing a foil metal strip on the desired stop location.

The screen is silver matte, 9 ft x 12 ft overall.

B. RIFLE ELECTRONICS

The rifle electronics detect the IR target spot, amplifies, discriminates and provides digital data to the 8080 based microcomputer.

The detector optics is a single element double convex lens, with a diameter of 29mm and focal length of 114mm.

The IR detector is a four-quadrant silicon photodiode. This device consists of four discrete elements on a single substrate with an active output lead from each element. When the weapon is aimed properly the infrared target spot is centered on the detector and the output current from each quadrant is equal. As the rifle is moved the currents change as a function of the location of the infrared target spot on the detector. Imbalance in the current indicates off-center position. The detector has an active area of 0.05" x 0.05" per element with a gap of 0.005" between elements. The detector physical geometry and spectral response is shown in Figure III-3.

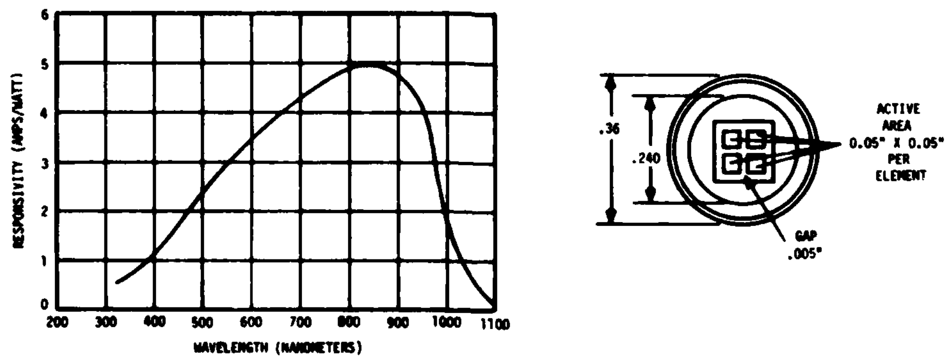


Figure III-3. Photo Detector Spectral Response and Geometry

The field of view of the IR detector is approximately seven inches on the screen.

The currents from the diode are input to an operational amplifier, TL082. The photo diode detector is basically a current source with an output impedance which is very large. The first stage of the current-to-voltage converter presents almost zero load impedance to ground because the inverting input appears as a virtual ground. The input current from the diode flows through the two Megohm feedback resistor, generating an output voltage.

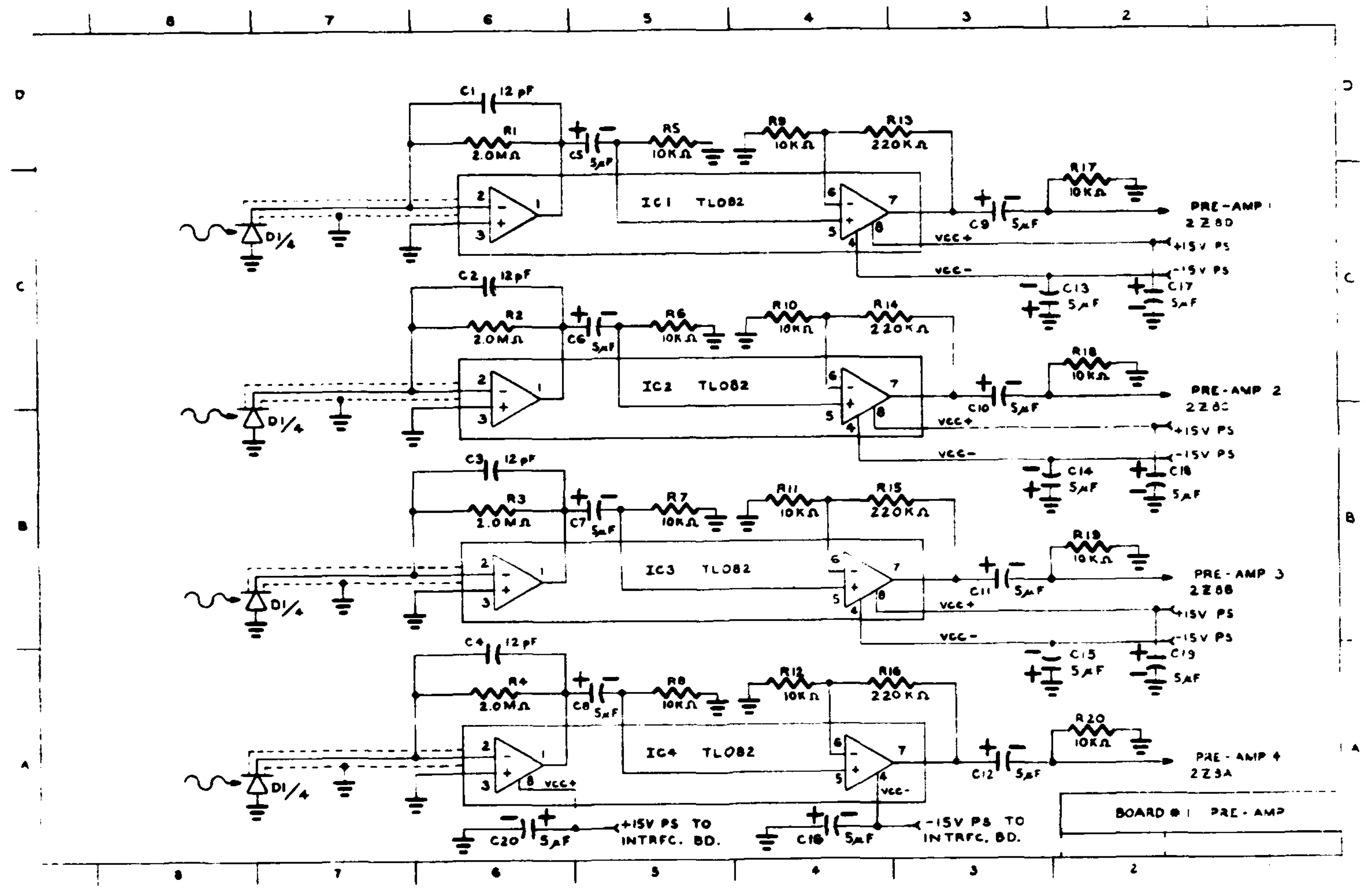


Figure III-4. Pre-Amplifier - Rifle Electronics - Board #1

$$\text{voltage}_{\text{out}} = i_d R_f$$

where

R_F = 2 Megohm

i_d = detector current

A separate channel is used for each of the four quadrants. The output from the current-to-voltage amplifier goes to a noninverting amplifier with a gain of 23. This stage is also part of the TL082. The electronics described above is located on Board #1, Pre-Amp. (Figure III-4)

Input signals to the active filter are 48 Hz from the visual scene, 96 Hz from the IR target spot and any extraneous light. The active filter is used to pass and amplify the desired IR signal at 96 Hz and reject all other signals.

The UAF - 41 is a two pole active filter. It uses three operational amplifiers in a double integrator feedback loop to generate two conjugate poles. Location of the poles in the complex plane, and thus the natural frequency and Q are determined by external resistors.

The equivalent configuration of this band pass filter is shown in Figure III-5. The filter is designed for a 96 Hz center frequency with both a Q and gain of 50.

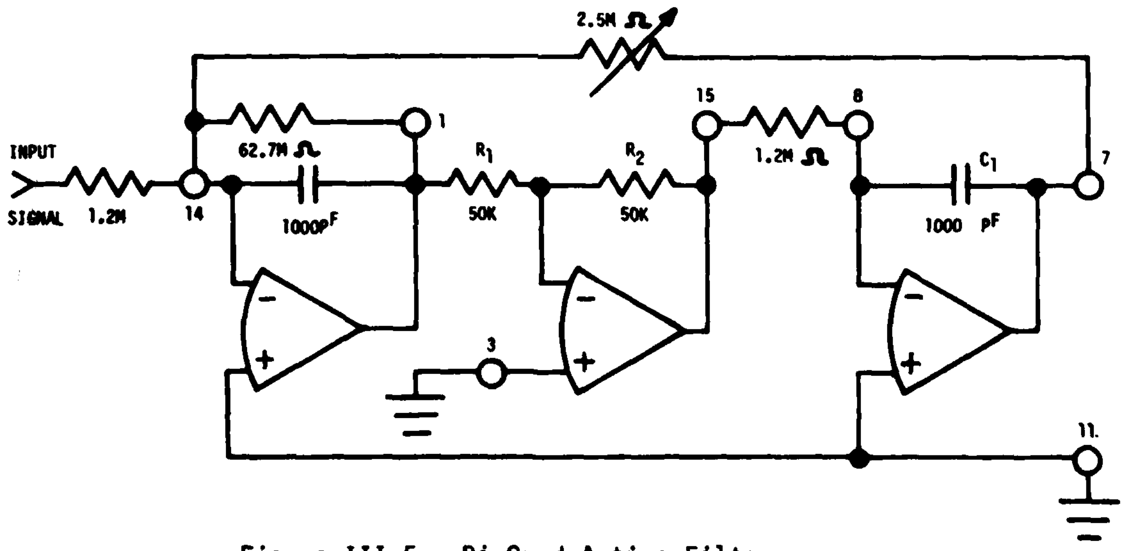


Figure III-5. Bi-Quad Active Filter

Both the active filters and voltage comparators are located on Board #2, Figure III-6. The output of the active filter is a sine wave with a frequency of 96 Hz. The output sine wave goes positive and negative about a zero volt reference level. This output is clamped and fed to a voltage comparator. The voltage comparator changes the analog detector signal to a digital signal. The input signal level for a one or zero is determined

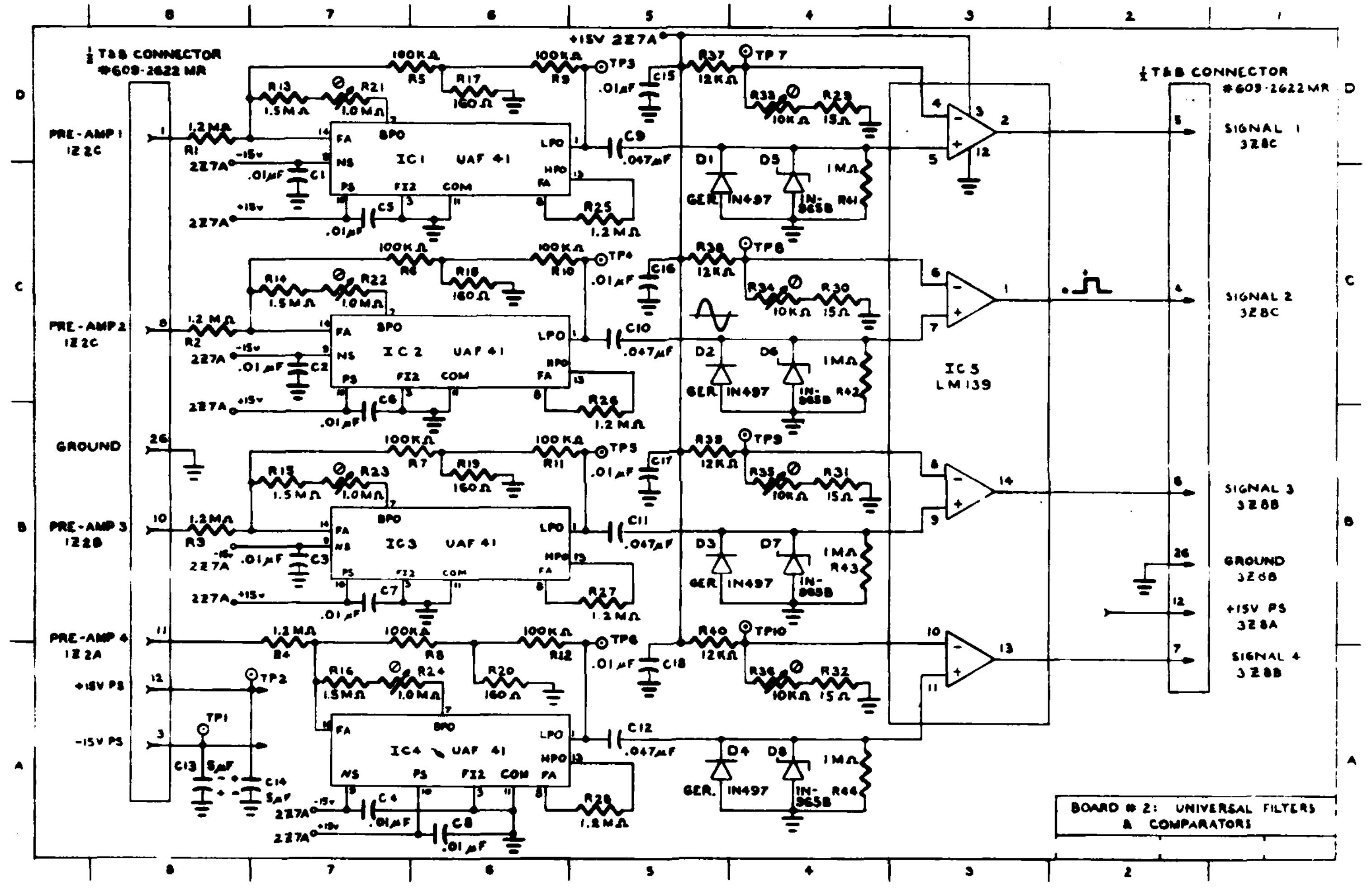


Figure III-6. Universal Active Filters and Voltage Comparators - Board #2

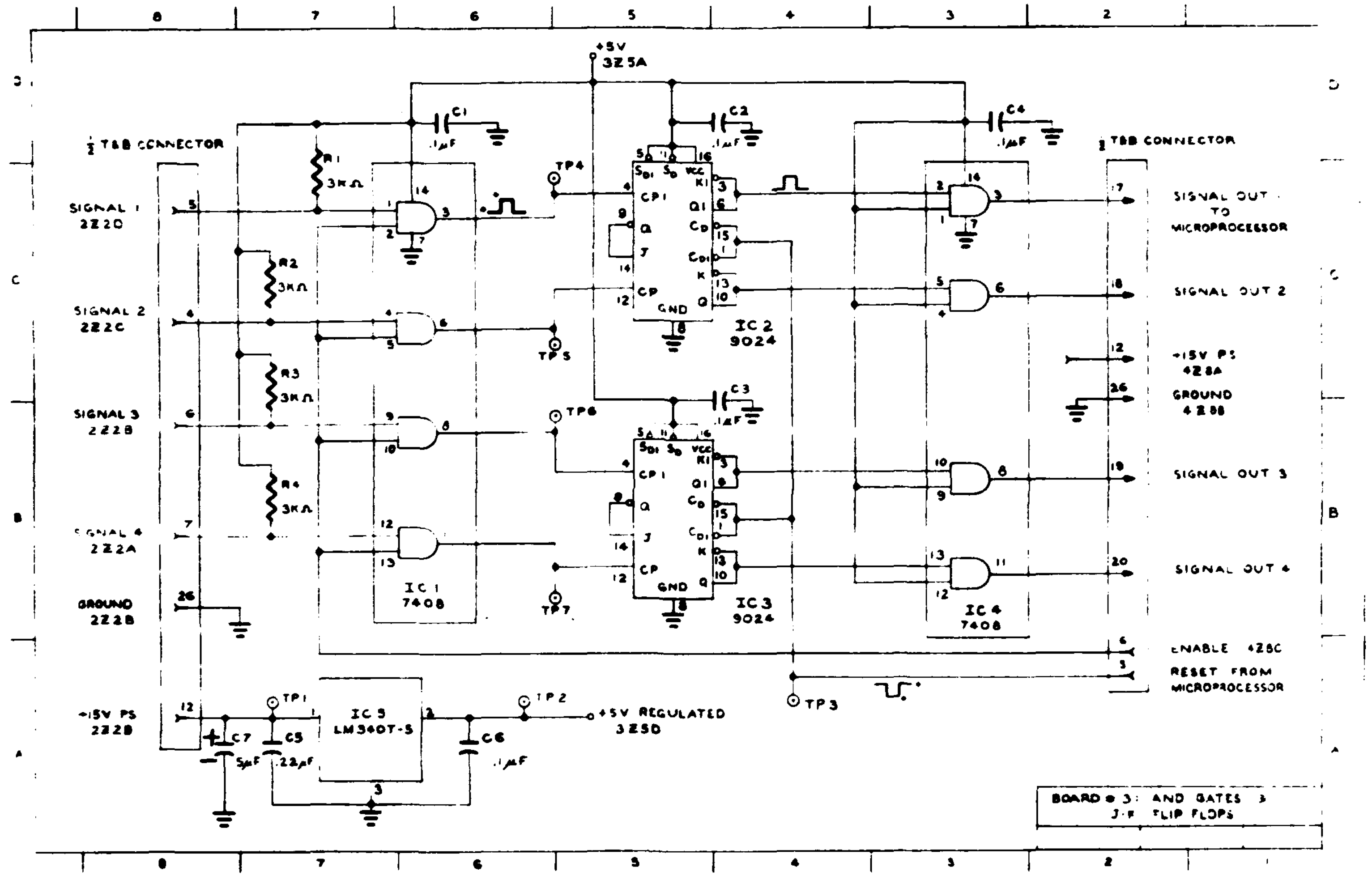


Figure III-7. NAND Gates and J-K Flip Flops - Board #3

by a resistor or reference voltage setting. Each of the four voltage comparator channels has its own reference voltage setting resistor, i.e., R33, R34, R35, and R36. The reference voltage setting controls the degree of difficulty in hitting a target. The detector signals next go to IC1, a 7408 AND gate, Board #3, Figure III-7. If the trainee pulls the rifle trigger and has rounds remaining in his magazine, the NAND gate is enabled by an input from Board #4. Board #4 is shown in Figure III-8. IC2 and IC3, Board #3 are 9024 JK flip flops configured as latches. Each 9024 has two latches. The 9024 is reset by the microprocessor after it has accepted the four-quadrant IR target spot data. IC4, Board #3 is a line driver.

Board #5, Figure III-9, is connected to the rifle trigger. IC1, a 5437, containing NAND gates, debounces the trigger and applies 5 volts to IC3. IC3, a timer, provides pulses of 12 Hz, which is the firing rate of the weapon. A one shot is also triggered and provides a single pulse. The output of Board #5 is determined by the setting of the single or auto fire switch on the simulated weapon. The setting of auto or single shot determines which gate on IC1 is active. If the trainee is in auto fire pulses at 12 Hz are provided Board #2. IC3 on Board #4 has a gate which will pass the signal if the counters IC1, IC2 on Board #4 indicate rounds are left. The counter enables IC1 on Board #3 and also enables the data ready pulse provided by IC4 on Board #4 to the microprocessor. IC4 is a one shot which generates a 10 μsec data ready pulse for the microprocessor to indicate data is available. After the microprocessor has read the data it resets the latches; IC2 on Board #3.

The one shot IC6, Board #4, Figure III-8, is used to reset the counters. The dummy magazine contains a capacitor. In the "loaded" configuration the capacitor is charged to 5 volts. The magazines are easily loaded or charged by momentarily inserting them into a charging fixture.

When the dummy magazine or capcitor is inserted in the rifle it discharges through R4, providing the counter reset voltage. The magazine is reloaded by charging the capacitor in the magazine to 5 volts.

C. COMPUTER VOICE AND AUDIO SYSTEM

The Computer Voice System is a Business Communicator Model LVM-70 manufactured by VOTRAX, the Vocal Interface Division of Federal Screw Works, Troy, Michigan. The LVM-70 was designed specifically to be used as a concentrator for touch-tone based information systems.

Up to 32 words (16 seconds) are available with up to eight audio output channels. The trainer utilizes an output channel for each trainer. When a shot is fired by a trainee the host computer (80/20) decodes the incoming rifle data and then sends three bytes of serial data to the LVM-70 specifying a start word, a trainee identification word, and the appropriate voice response code. The voice output line for each trainee is routed to the trainees audio mixer/amplifier, Board #6, Figure III-10, as well as the instructor's control panel.

The LVM-70 voice communicator can be replaced in later models for roughly 1/4 the original cost, due to technological advances.

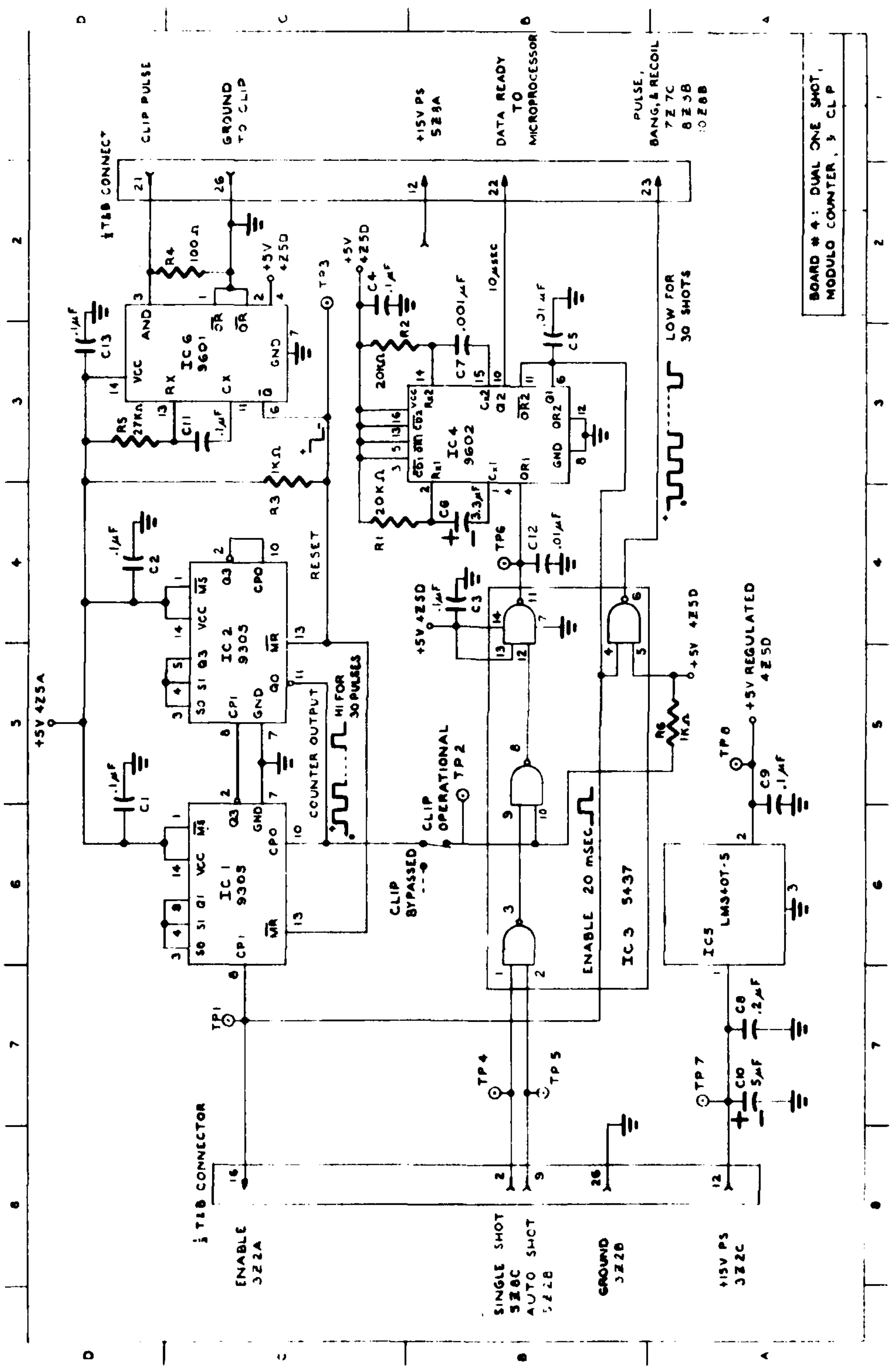


Figure III-8. One-Shot and Counters - Board #4

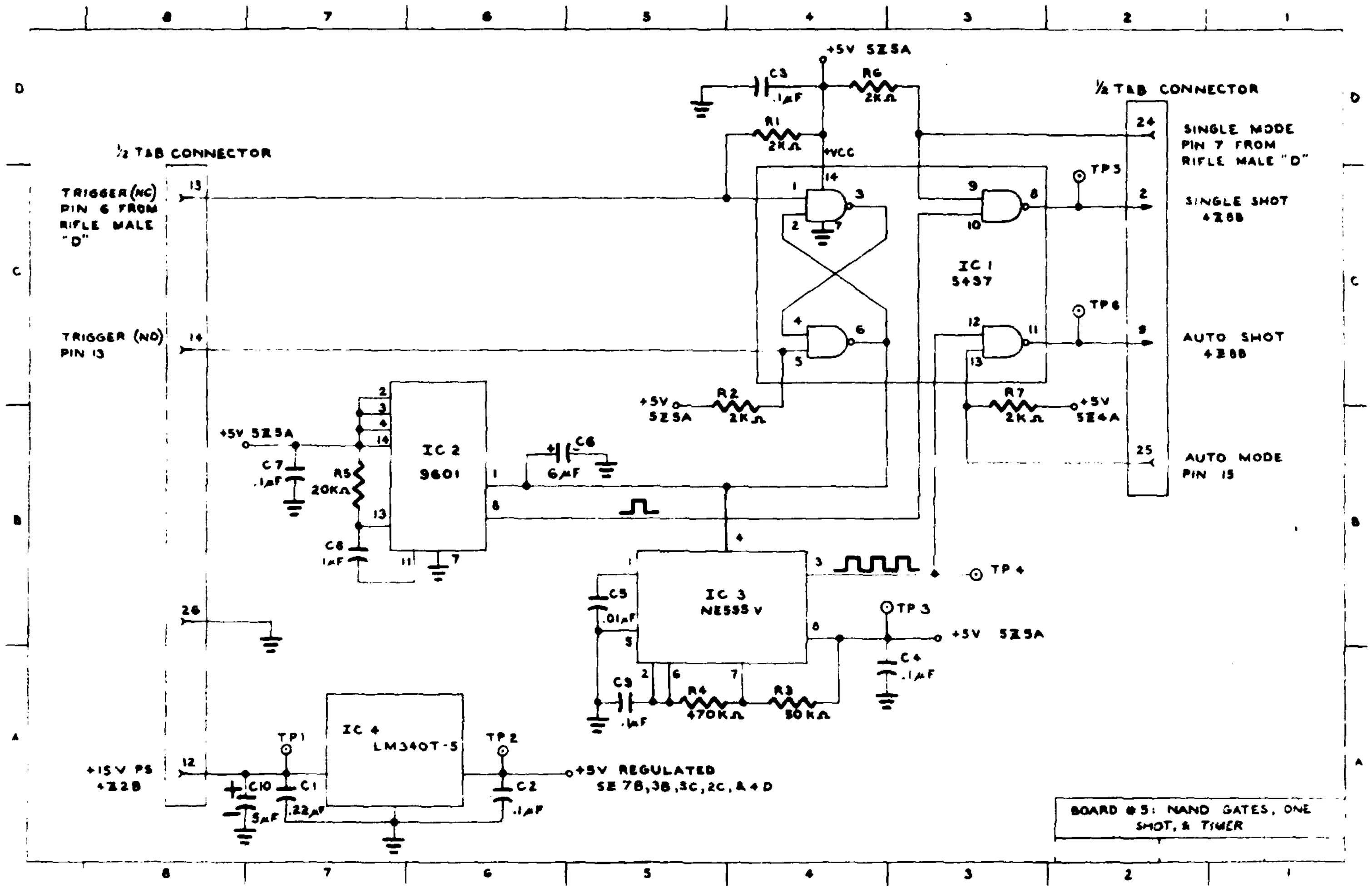


Figure III-9. NAND Gates, One-Shot and Timer - Board #5

Each trainee's audio system consists of two stages of audio amplification. A Texas Instrument's TL074 low noise, quad, dual operational amplifier, ICI, is used. Consequently, two trainees are handled by a single TL074 (Figure III-10). The first stage of amplification is primarily an audio mixer. Five independent channels are mixed into one. These five channels consist of the computer voice feedback system, the instructor communication line, the synthetic rifle bang, coordinated battlefield sounds and general battlefield environment sounds. The instructor uses an identical mixer/amplifier channel but his inputs consist of the various computer voice responses to the trainees. The instructor selects which trainee he desires to hear by pushing the appropriate switch on the instructor control panel.

Each of the five inputs to the mixer stage as well as the final output stage have their own volume control.

D. BANG AND RECOIL SYSTEM

1. BANG SYSTEM

An electronic bang is presented to the trainee via his headset when he has fired a shot. The bang board, Board #8, Figure III-11, produces the synthetic gunshot sound and passes this sound to the trainees audio mixer/amplifier Board #6, Figure III-10. The bang is produced by generating random noise, due to diode D1 being biased near its breakdown voltage, and then using the FET to generate an envelope for this random noise. This envelope consists of a sharp rise time and an exponential decay which corresponds closely to a gun shot noise envelope. Specifically, the diode D1 produces random noise which is amplified by 1/2 of IC1, a dual operational amplifier. This amplified random noise is presented to the drain of the FET. The FET does not pass this noise until its gate is presented the sharp rise and exponential decay envelop representing an actual rifle shot sound envelope. The sharp rise of voltage on the gate of the FET is produced by IC2 changing to a high state; 5 volts. When IC2 changes back to a low state, Ø volts, the diode D2 isolates the gate of the FET from being pulled down to an off state and allows the RC network consisting of R6, R12, and C7 to exponentially decay the residual voltage thus producing decaying gunshot envelope of noise. The source of the FET thus produces on demand random filtered noise within an envelope resembling a gunshot bang. The second half of IC1, an operational amplifier, produces final amplification of this sound before passing the output to the students audio mixer/amplifier.

2. RECOIL SYSTEM

The recoil system consists of three major parts: air hose, recoil board, and the air valve.

The air hose follows the electrical cable up to the rifle and into the butt of the weapon. The hose is a lightweight, nylon reinforced, dimentionally stable air line hose. After entering the butt of the rifle it runs forward and attaches to the rifle barrel. The barrel is plugged at the tip end and an outlet orifice has been drilled on the bottom of the barrel near the tip end. The orifice is pointing down and 30 degrees to the left which produces a thrust up and to the right when a shot is fired.

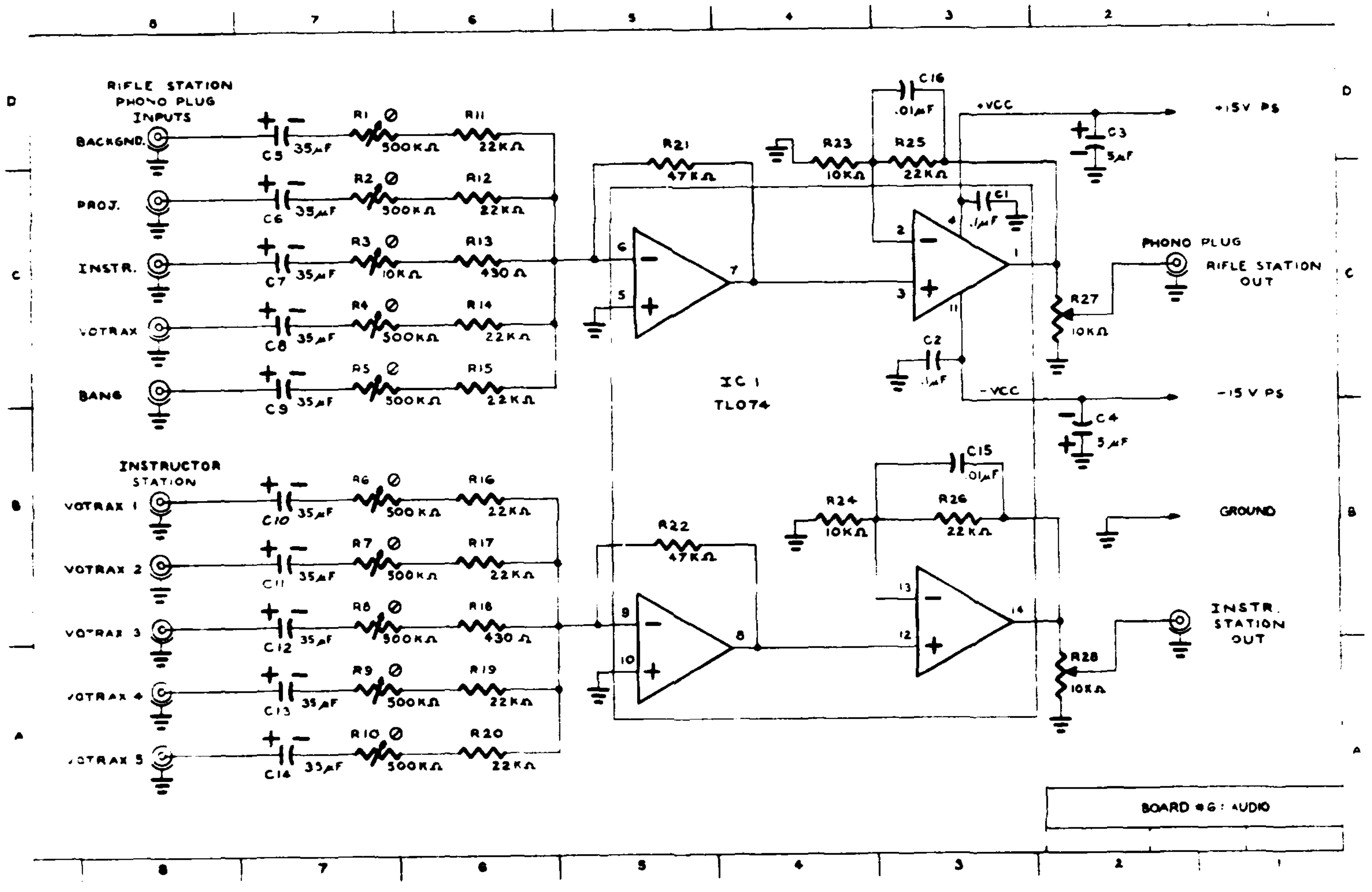


Figure III-10. Audio Amplifier - Board #6

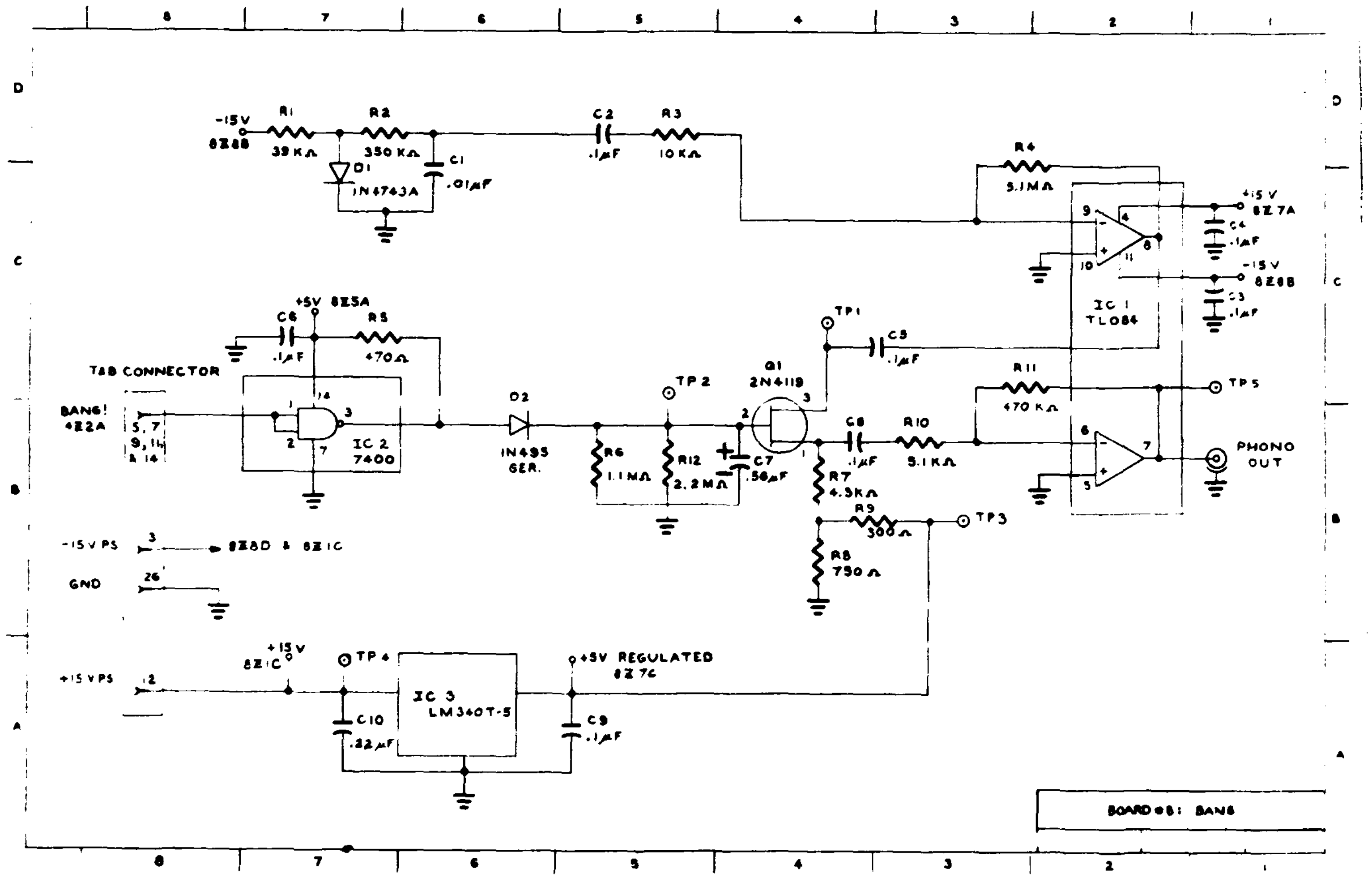


Figure III-11. Bang Simulation Generator - Board #8

The recoil circuit, Board #7, consists of a 555 integrated circuit timer, IC2, and a darlington pair transistor driver circuit for the recoil air valve. The 555 timer is set for a nominal 20-25 msec duration. The variable resistor R2 serves to regulate the timing duration (Figure III-12).

The recoil valve is a pilot operated solenoid valve. Because it is pilot operated, the on-off rise and fall times for actuation are very short and power consumption is only 8.5 watts.

E. DISTRIBUTION OF FIRE AND WEAPON MOVEMENT MONITORING

Distribution of fire and weapon movement can be monitored and recorded during a training exercise for playback. The system allows the instructor to view where the weapon is aimed relative to the IR target spot. This feature is completely independent of the basic system.

An IR light source is used on the weapon. The infrared light source used in the system is a semiconductor, gallium arsenide laser. The laser is collimated by a simple plano convex lens. The laser is attached where the weapon flash hider is located. If the instructor wishes to view the location of the trainees weapon, he selects the laser he wants turned on and holds down a button on the instructor's console. The instructor is able to view both the projector IR target and laser spot from the selected trainee's rifle. This information is detected using an RCA TC 1005/H01 low bloom silicon target Vidicon and closed circuit video equipment. The TV display tube is located in the instructor's console and the TV camera near the motion picture projectors.

The laser spot brightness seen on the TV is a function of the pulse repetition frequency (prf) of the gallium arsenide laser. Two modes are available:

- Flash only
- Track plus flash

In the flash mode only, a single flash occurs when the trainee fires. In the track and flash mode, the instructor sees a point of laser light on the screen all the time, which moves as a function of where the trainee is pointing; when the trainee fires, a brighter flash occurs.

Laser energy reflected off the screen is eye safe. However, the trainee should not point his weapon in another trainee's eyes as eye damage can occur from looking directly into the laser beam.

The laser timing signals are generated using Board #10, Figure III-13. The laser pulser, Board #11, is shown in Figure III-14.

The laser pulser uses a SCR, GA201 to discharge capacitor C1. Q1 is used to allow rapid recharge of Q1. The laser is a 5 watt peak power laser with a nominal 50 nanosecond pulse width.

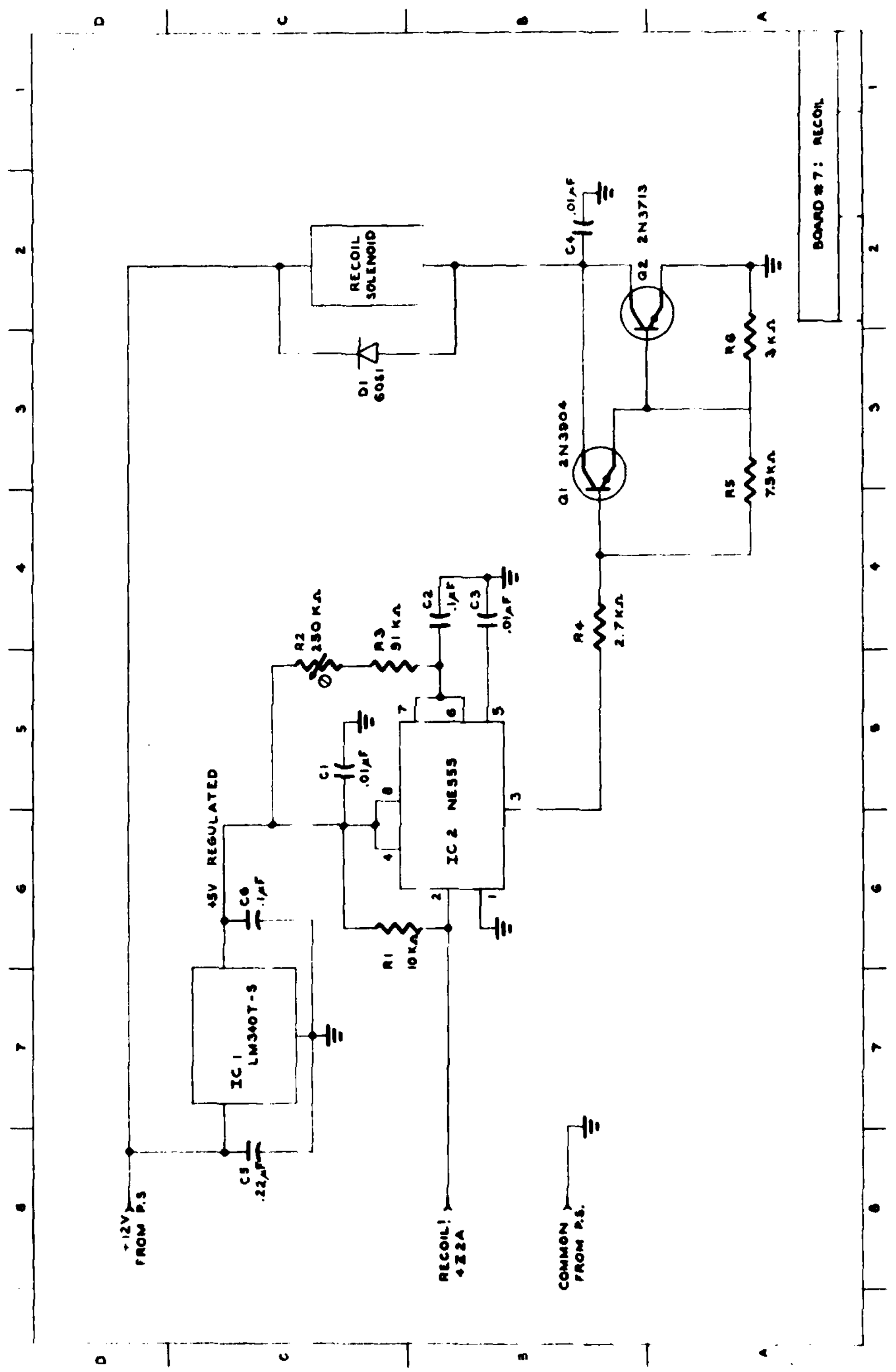


Figure III-12. Recoil Circuit - Board #7

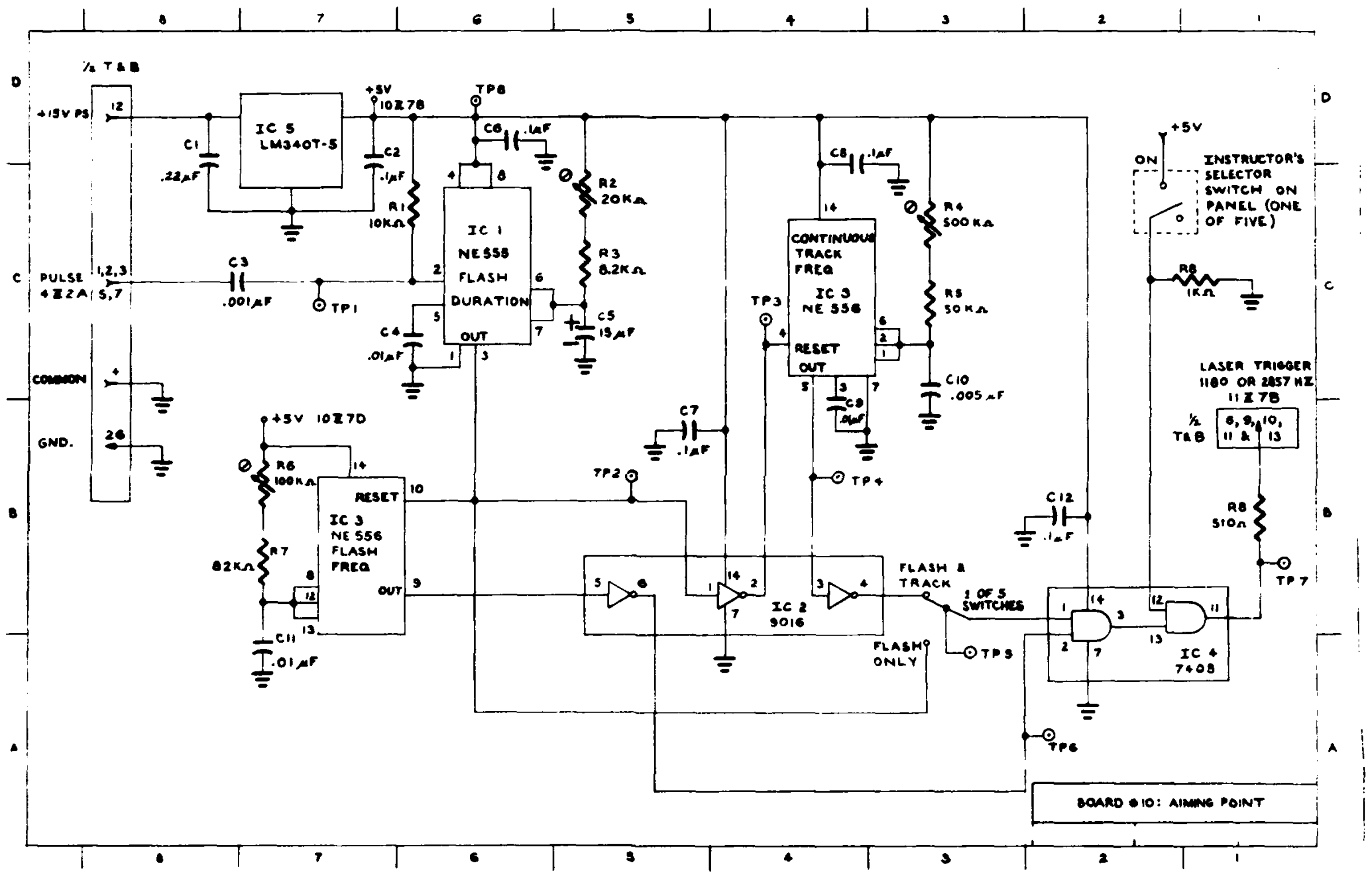


Figure III-13. Laser Signal Generation - Board #10

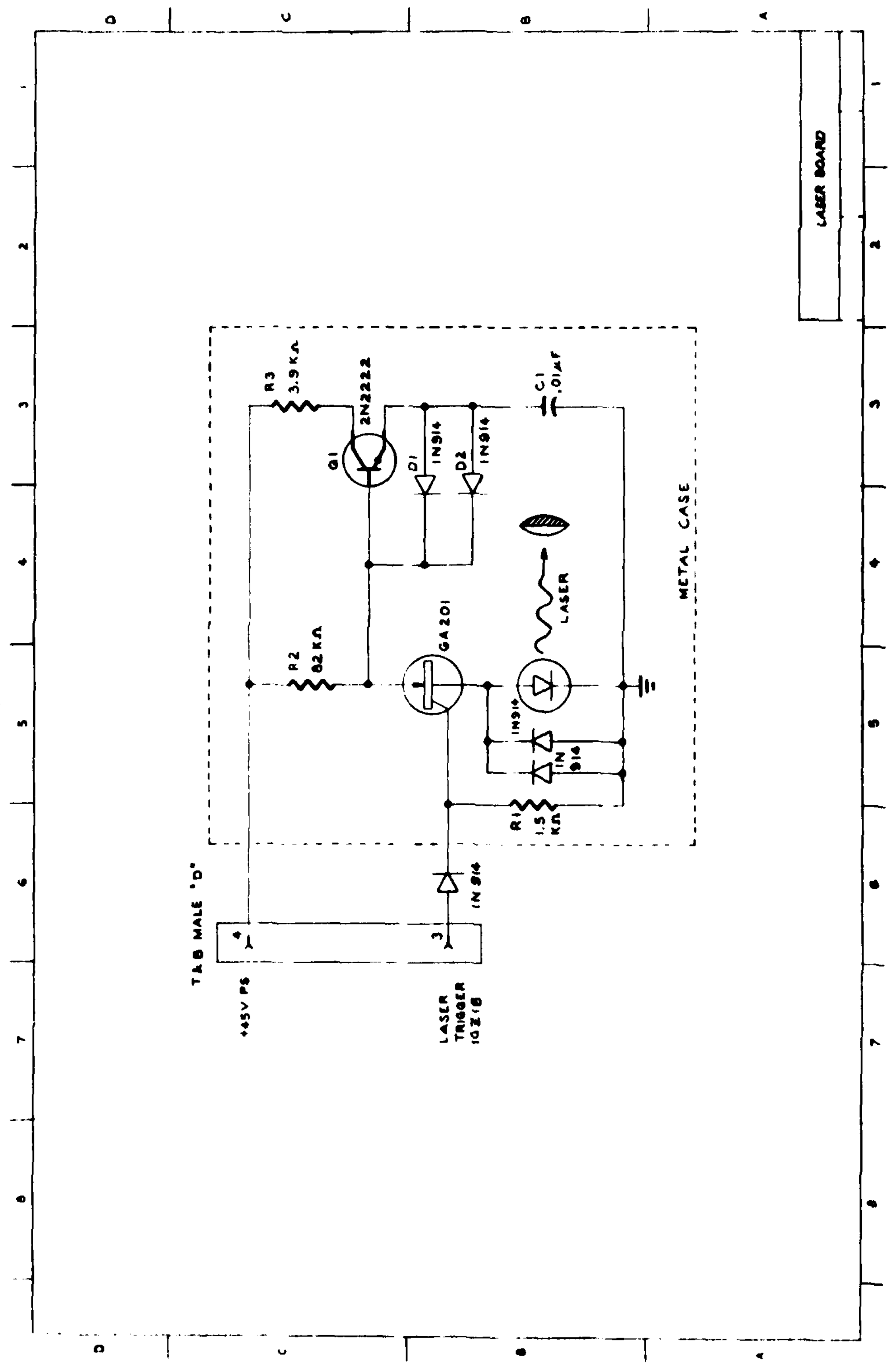


Figure III-14. Laser Pulser

F. RIFLE MOCKUP

The rifle mockup is manufactured by Replica Models, Inc. It is not designed to accept a round of ammunition and cannot be converted to accept ammunition. The original replicas received from Replica Models have been extensively modified to perform satisfactorily as a trainer. The original barrel plug was removed and moved to the front end of the barrel to accommodate the recoil. A recoil orifice was then machined and an electronic board was installed within the handguards. To accomodate boresighting, the original molded-on nonadjustable front and rear sights were replaced with adjustable front and rear sights. The mode selector switch was modified to reflect the real M16E1 mode positions; the trigger mechanism was modified for better performance; microswitches for the trigger and mode selector switch were installed; and magazine sensing contacts were installed for reloading simulation.

An optical four-quadrant detector and optics are mounted above the barrel and below the sights. A solid state laser and optics for point of aim information has been inserted in the flash hider position.

Air for the recoil and electronic wiring approach the rifle from the bottom rear of the butt of the rifle. The true weight of the M16E1 was restored by removing unused mechanism from the upper receiver. The true balance was maintained through equal weight additions, i.e., the detector/laser combination at the front end of the rifle offset the hose and electronic wire harness at the butt end of the rifle.

Special test equipment is included in Appendix B.

G. MICROCOMPUTER CONTROL SYSTEM

The 8080 Microprocessor Based Control System performs these functions:

- Interrogates the instructor for session parameters
- Stores session parameters for final hard copy
- Determines if self-check is desired, and reacts accordingly
- Initializes peripheral LSI chips and zeros memory storage
- Inputs rifle data, decodes and stores it
- Measures response time for first rifle shot at new target for each of four or five rifles
- Outputs shot results to audio feedback and instructor's CRT
- Identifies shooter making most errors and sends the identification to the instructor's console "LEDS"
- Updates shooter's results file

- Checks for session end and terminates the data collection mode upon the instructor's signal

- Computes trainee's overall score

- Prints trainee's results on the instructor's electronic data terminal

1. SINGLE BOARD COMPUTER

The SWAT System is controlled by a modified INTEL 80/20-4 Microcomputer System, Reference 6. This microcomputer system, which is based on the INTEL 8080 microprocessor, includes an enclosure with front panel controls, power supply, cooling fans, and a card cage in which is located the main 80/20-4 board as well as the interface board (IFB), which is described below.

a. 80/20-4 MODIFICATIONS

A number of modifications are required before the SBC 80/20-4 can be used in UIWT/SWAT Version 1.2. These are detailed below with page identifications to be found in Reference 6 unless otherwise noted.

(1) Pull-up resister packs, SBC-902, page 2-5, must be inserted in socket A5 and A6 as input terminators for port 2 at address E6. These terminators were supplied with the 80/20-4 systems as Beckman part number 1899-747-0, 3000645-01.

(2) Insert inverting line drivers, either #7437 or #7400, in sockets A3, A4, A9 and A10 for output ports 3 and 6 at addresses E6 and EA. See pages 2-4 and 4-24.

(3) Solder a jumper between J3-8 and J3-10 using the solder points on the rear side of the board. This connects "Request to Send" to "Clear to Send". See Table 2-5, page 2-7.

(4) Wire wrap A jumper from pin 1, a 5 volt source, near J3 pin #25 and solder it to a through hole just below "C9" between A15 and A16 on the front of the board. This should put 5 volts onto J3-16 "REC LINE SIG DETECT" which goes to the "DATA CARRIER DETECT" of the 743 TI terminal. Otherwise the terminal will not function. See page 27 of Reference 1.

(5) Change the wire wrap jumper which exists between pins 141-142 just above A22, the 8253, to a jumper between pins 141-143. This is an option which connects the clock input for counter 1 of the 8253 to the output of counter Ø. See page 4-21.

(6) Interconnect wire wrap pins 11 and 12 near the upper right hand corner of the board. These are the protect and signal grounds for the TI 743 terminal. See page 27 of Reference 1.

(7) Scratch through the line going from the transmit data (TXD), pin 19 of the 8251 USART, to the SN75188 (MC1488) line driver. Connect the 8251 side to J1-50 with a jumper wire and connect the driver side to J2-50. This allows the interface board to switch the serial output between the VOTRAX and the control console.

(8) Remove the jumper from wire wrap pins 52-53, located just below the left part of the leftmost 8255 and put a jumper between pins 51-52. This enables port 1 as an input. See Figure 5-2 (sheet 4 of 5). Check that a jumper exists between pins 71-72 to enable port 4 as an output.

(9) Connect the 80/20-4 front panel interrupt switch into the interrupt controller as interrupt #7. To do this, connect pins 36, 37, 38, and 39 together and also to pin #45.

(10) Make the required modifications to use 2716 2K byte EPROMS. These are given in Table 2-12, which is entitled "Jumper Changes For Optional 8K EPROM Installation". See page 2-15.

REMOVE	INSTALL	
W2, A-C	W2, A-B	Between A45 and A46
W4, B-D	W4, A-D	Above A78
W4, C-E	W4, B-E	Above A78
W7, A-B	W7, A-D	Below A79
W8, A-C	W8, A-B	Below A79
C35, 53 and 72		Above A37 and Below A64 and A79

2. THE INTERFACE BOARD

All input/output (I/O) operations of the SBC 80/20-4 microcomputer pass through the interface board (IFB). These operations can be divided into three categories.

- Rifle communications
- I/O through the 8751 "USART"
- Output through the UPI-41, 8741 Universal Peripheral Interface

Figure III-15 is a block diagram of these data paths and their associated control lines. More details are shown on Figure III-16 through III-19.

a. RIFLE COMMUNICATIONS

IR spot quadrant detector data are input from each rifle to a separate 8212 eight-bit input/output port chip on the IFB. A trigger-pull signal is also sent from each rifle to its associated 8212. Upon sensing a trigger signal, the quadrant data are latched into the 8212 buffer and an interrupt signal requesting service is output from the 8212 to the main board through input port 1. The service request lines from all five 8212s are "ORED" together onto a single line which also goes to port 1 to signal that at least one 8212 requires service. AS long as this ORED line indicates a service need, the microcomputer polls each 8212 service request line in turn. When one is detected that needs service, the address of the 8212 responsible for the request is output from port 3 on the main board to a 9311 one-of-sixteen decoder on the IFB. A data read signal is then output from port 6 to the 9311, which commands the 8212 to place the contents of its latched buffer on the common data bus.

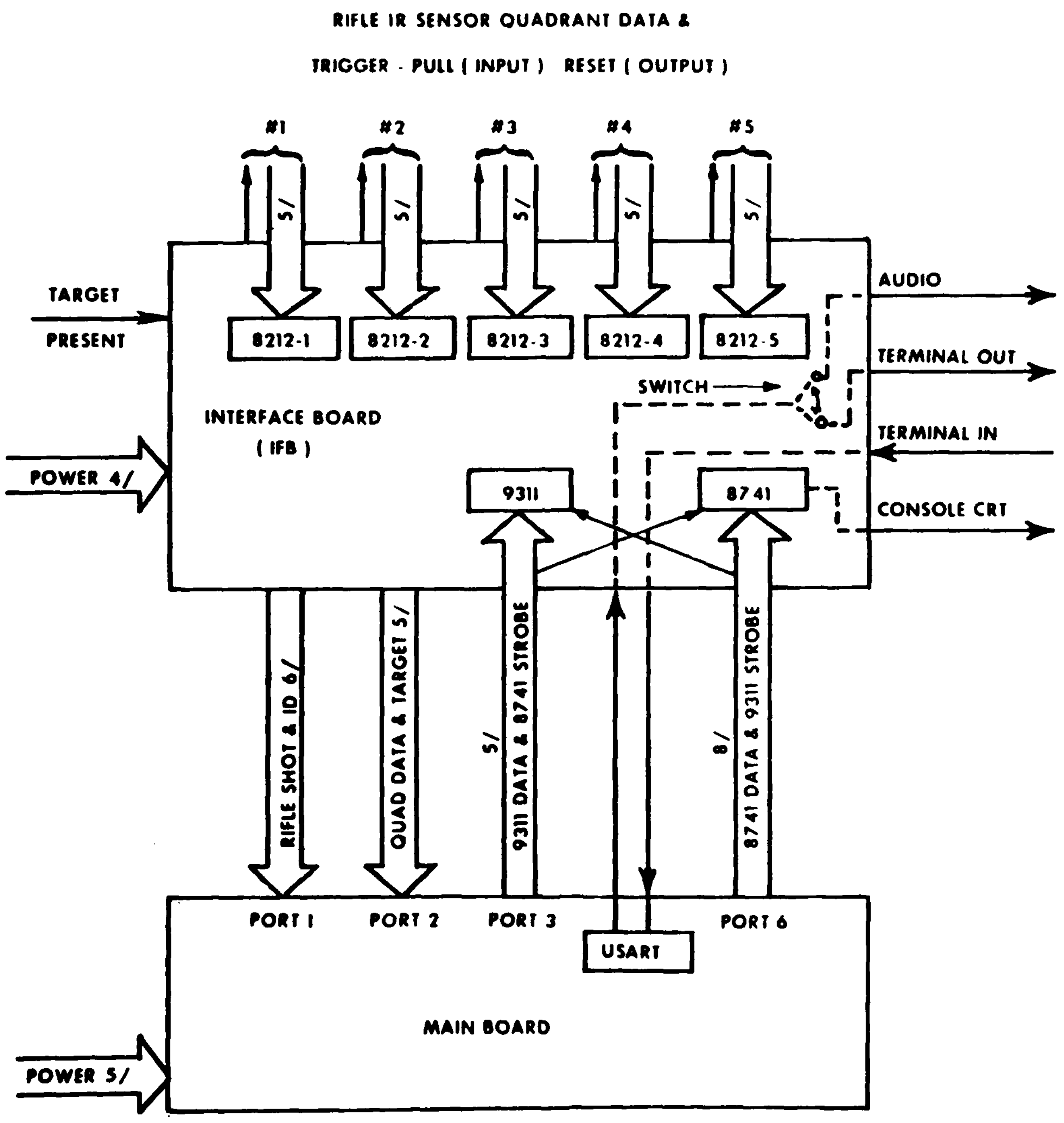


Figure III-15. 80/20-4 Main and Interface Boards

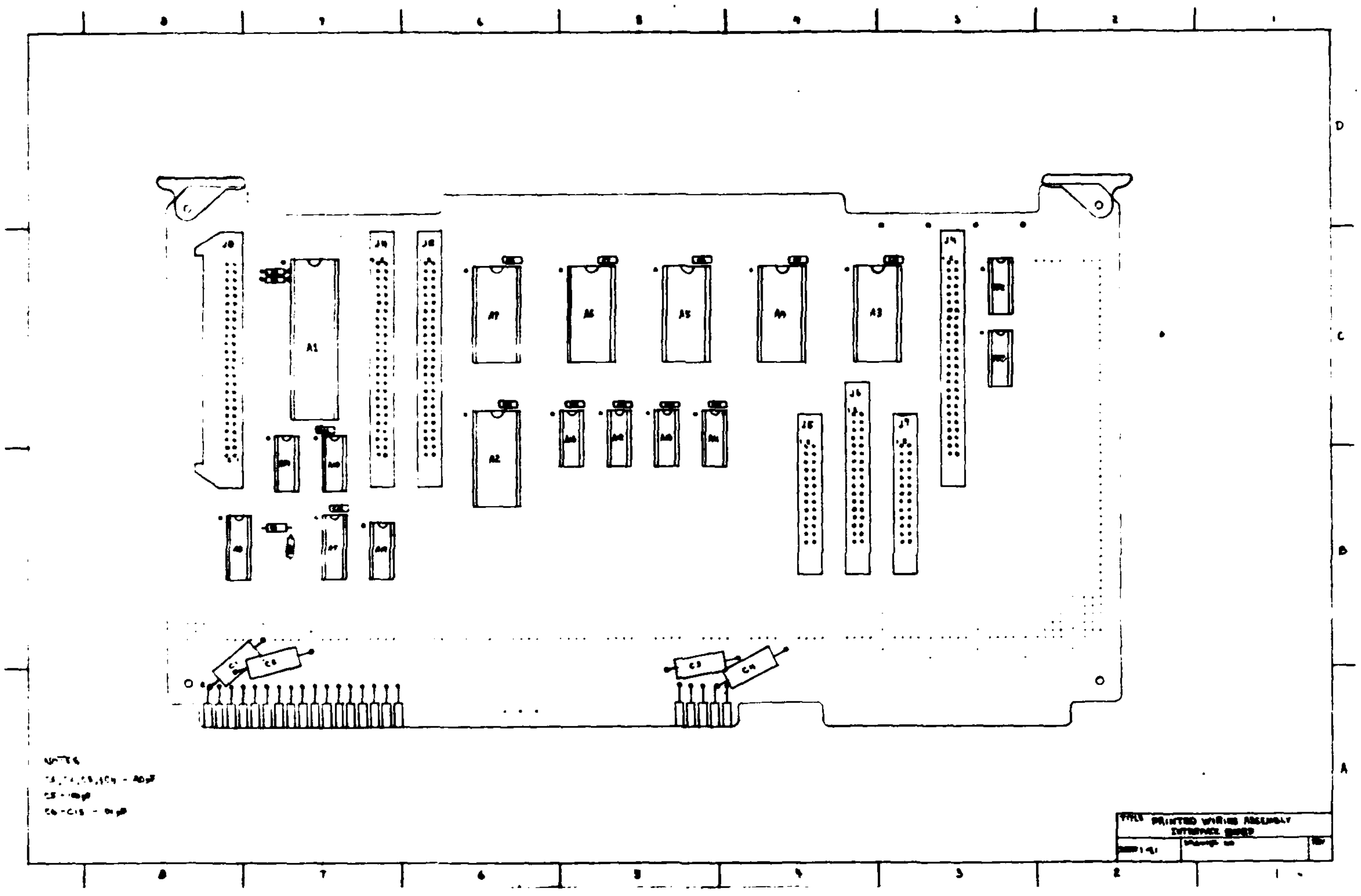


Figure III-16. Interface Board Layout

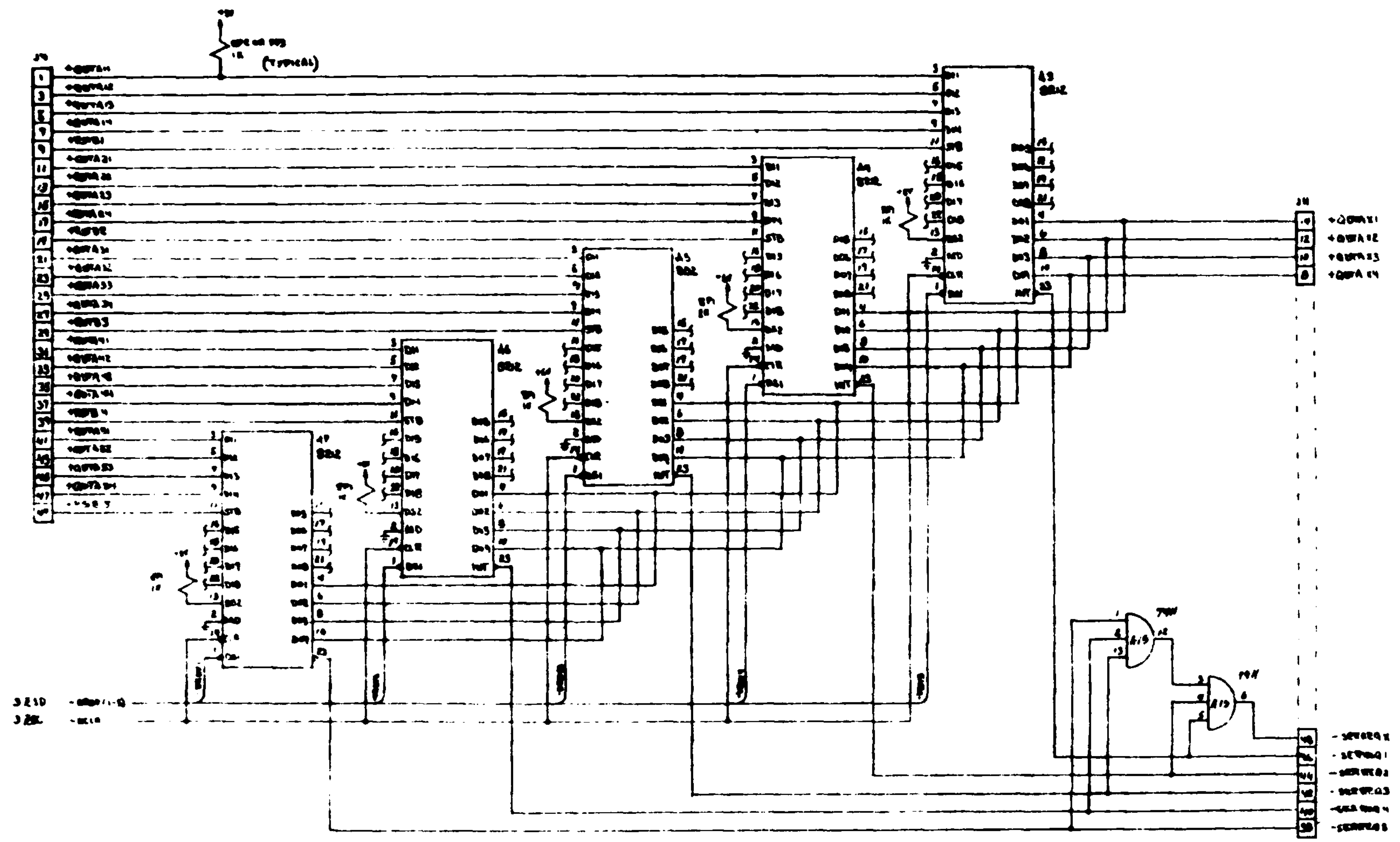


Figure III-17. Interface Board Schematic (1 of 3)

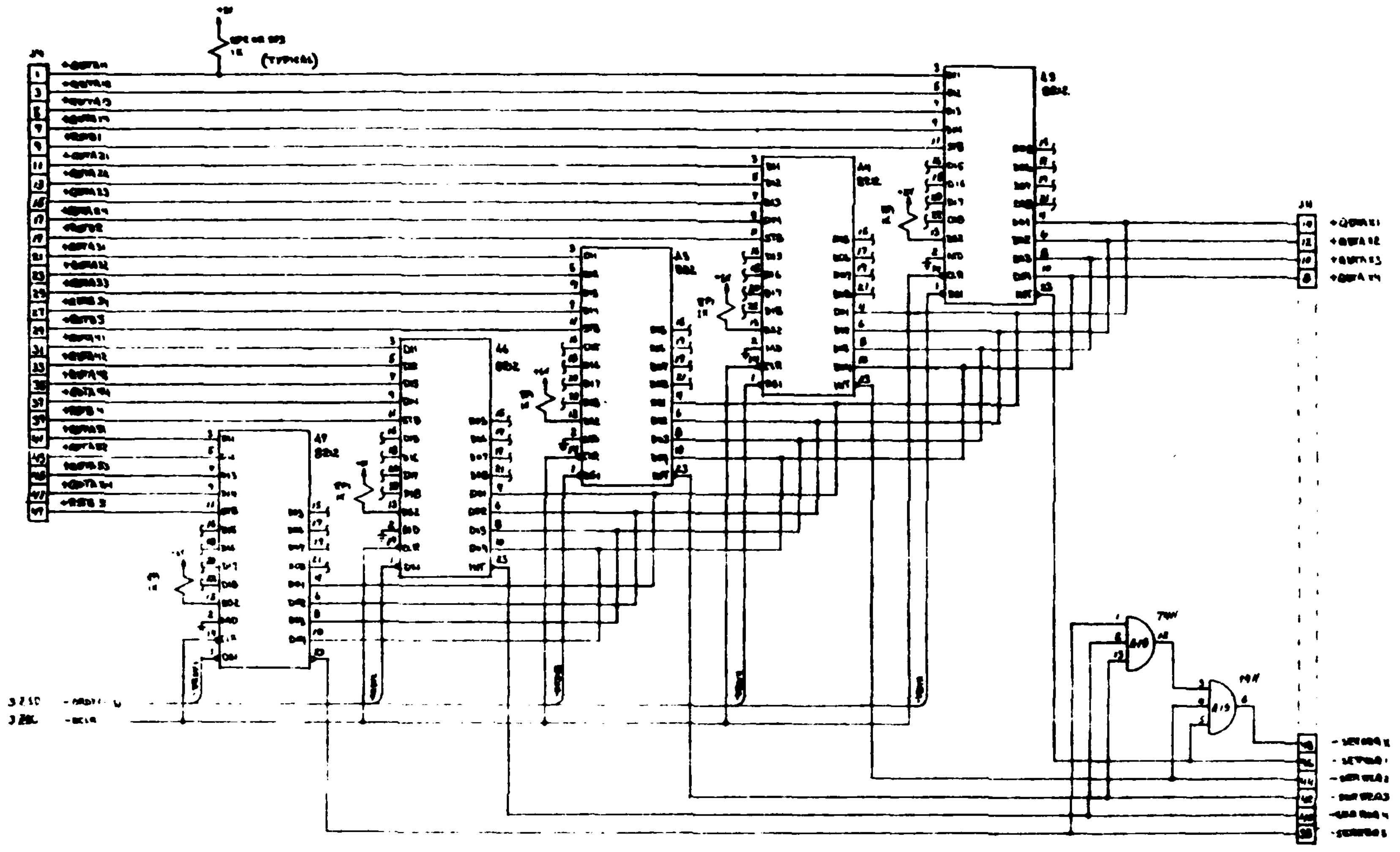


Figure III-18. Interface Board Schematic (2 of 3)

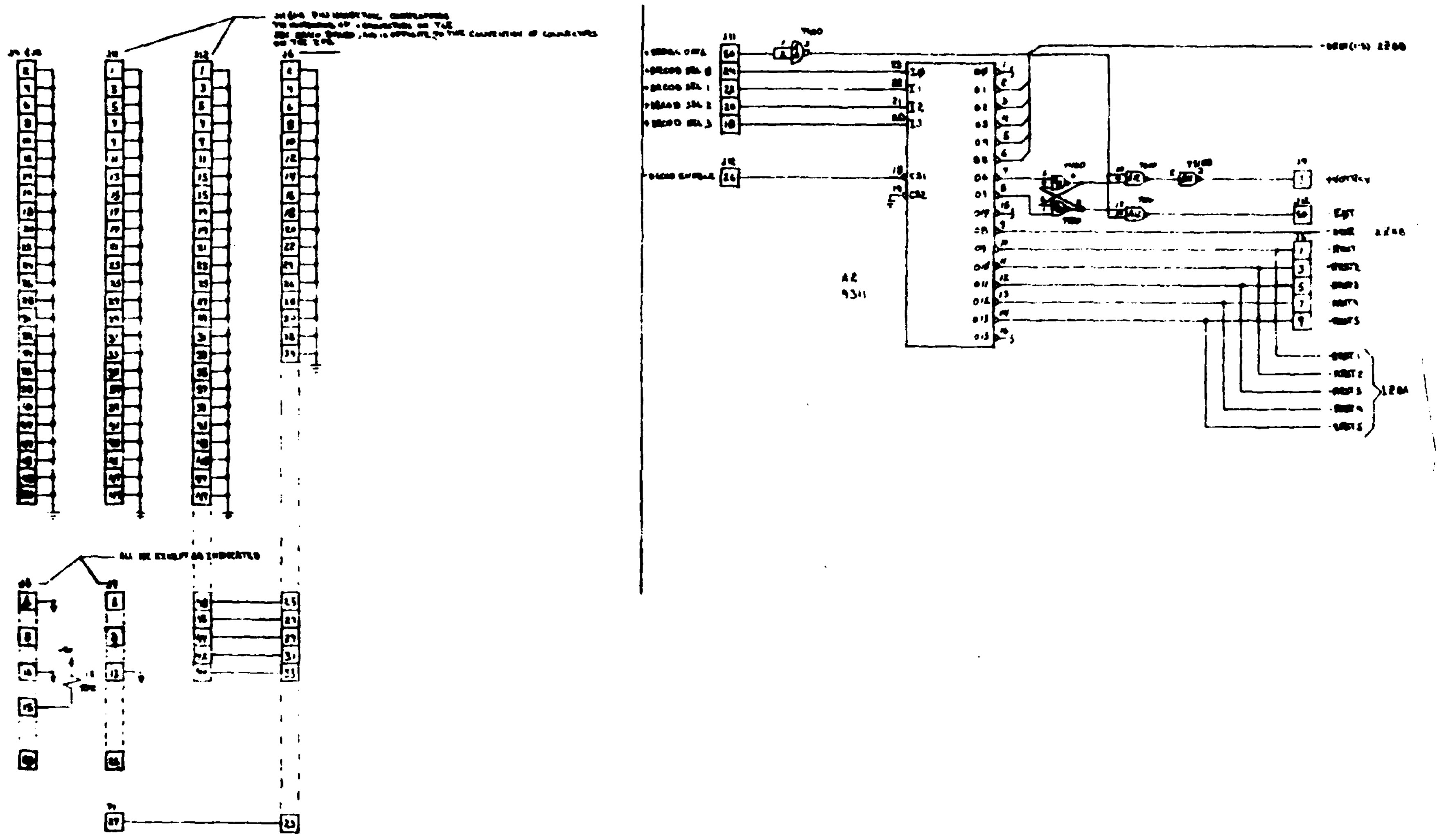


Figure III-19. Interface Board Schematic (3 of 3)

Each of the other four unaffected 8212 chips may also contain data, but are held temporarily in an inactive "three-state" and present a high impedance load to the bus. The only quadrant data available at the main board port 2, therefore, are from the 8212 being serviced. These data are read into memory and the data read signal to the 9311 is removed. This removes the read command to the 8212 and clears its interrupt service request. A pulse is then sent from port 6 to the 9311 which issues a reset signal from the IFB to the rifle electronics associated with the serviced 8212.

The serviced 8212 is now in three state, its service request line is off and it is ready to latch in new data upon receiving the next trigger-pull signal. In the meantime, if other 8212 chips need service as indicated by assertion of the ORED line, the computer polls the next 8212 interrupt line. If it needs service, the process is repeated; if not, the next 8212 service line is polled in sequence. This continues until the ORED service line goes off and the computer moves ahead with the remainder of the program.

A "Target Present" signal from the IR spot projector is carried directly through the interface board to the main board through input port 2. The target present information is recorded and used during scoring to identify a valid target.

b. USART I/O

The control terminal is an electronic data terminal operating at a rate of 300 bits per second, Reference 1. At the initiation of each training session, the computer connects the output serial data stream from the 8251 programmable communication interface or Universal Synchronous/Asynchronous Receiver/Transmitter (USART) to the terminal. The computer, therefore, is able to carry on a two-way conversation with the squad leader in order to obtain "initialization" data as shown on Figure 6. The computer questions the squad leader and prompts for answers by issuing the character ">".

During the actual training session, the USART output is switched to the digitized word audio system. When the session is finished, the squad leader strikes/presses the start/print button on the instructor's console and USART output is again directed to the terminal which types out hard copy scores, as also shown on Figure III-20.

c. UPI-41 MICROCOMPUTER OUTPUT

During a training session, console CRT data are output in parallel from port 6 of the 80/20-4 single board computer to an 8741 Universal Peripheral Interface Slave Microcomputer (UPI-41) on the IFB. The UPI-41 decodes the parallel data and sends a 19,200 BAUD, 7 bit ASCII data stream to the console CRT. The console CRT translates the serial data stream into a score message and displays the message in the column reserved for the appropriate rifle. The UPI-41 also monitors the setting of 5 control switches, one for each rifle which allows the squad leader to inhibit the display of scores for any or all rifles.

```
WANT ID YES OR NO                         "INITIALIZE" PORTION OF TRAINING
NO                                        SESSION
LET'S START



RIFLE:  1

YOUR RESULTS ARE:                         SESSION PROPER.
                                          NO OUTPUT TO TERMINAL .  OUTPUT
TOTAL SHOTS:  99                          IS VIA VOTRAX DIGITIZED AUDIO
HITS:  16                                 WORDS & CONSOLE CRT.  THIS
MISSES:  29                               PHASE IS TERMINATED BY AN
LOWS:  2                                  INTERRUPT FROM TERMINAL.
LOW RIGHTS:
RIGHTS:  6
HIGH RIGHTS:  3
HIGHS:  4                                 "PRESENTATION OF RESULTS"
HIGH LEFTS:  8
LEFTS:  22
LOW LEFTS:
NO TARGET:  9
TARGETS IGNORED:  8
TARGETS SHOT AT:   30
AVERAGE TIME:  1.2 SECONDS

OH WELL:  THERE'S HOPE IF YOU SPEED UP
YOUR OVERALL SCORE IS:  37
```

Figure III-20. Typical Printout Format on Terminal
(Continues for all 5 rifles)

The UPI-41 system description is divided into four parts: part 1, a functional summary and a component interface description are presented. Performance criteria are also established in this section. Part 2 describes the facilities available within the UPI-41 and explains their use in the present application. Part 3 describes the UPI-41 control program and part 4 evaluates the system with respect to assumption validity, performance criteria, and maximum system capabilities. The source program is given in Appendix D.

d. UPI-41 MICROCOMPUTER OUTPUT II

(1) System Description

The function of the intelligent controller is to receive parallel data from the SBC 80/20, decode the data, and cause a message to appear on the ADM-3A screen based upon the content of the data received. The control switch settings also affect controller operation, but only secondarily.

A block diagram showing the system component relationships appears in Figure III-21.

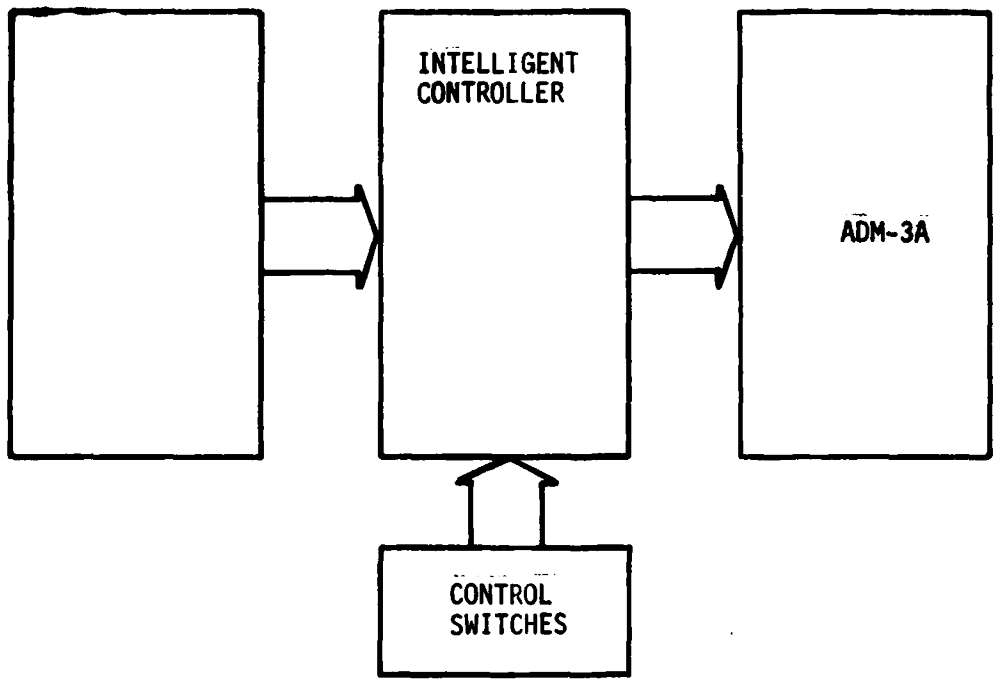


Figure III-21. UPI-41 Intelligent Controller System Block Diagram

The following describes the three component interfaces shown in the figures: SBC 80/20 to controller, controller's to ADM-3A, and control switches to controller.

(a) SBC 80/20 To Controller Interface

The SBC 80/20 to controller interface is comprised of three sets of connections. The first set, consisting of 8 data lines and 1 control line, are the data transfer connections. The second set consists of the clock connections while the third set consists of only one connection, the initialization connection.

1. Data Transfer Connections

The 8 data lines of the data transfer set connect an 8 bit output port on the SBC 80/20 to the 8 bit Interface Register of the UPI-41. There are six I/O ports on the SBC 80/20 numbered 1 through 6 (1). These ports are divided into the Group A ports, 1-3, and the Group B ports, 4-6. Each port group corresponds to a single 8255 Programmable Peripheral Interface, PPI. Port 4 of Group B is programmed as an output port and used for the SBC 80/20 to UPI-41 data connection.

To transmit data to the UPI-41, the SBC 80/20 places data on port 4 and sends a Data-Available pulse to the UPI-41 over the control line. The Data Available pulse is software generated and is transmitted through port 3 of Group A 8255. The length of the Data Available pulse is set by the time required to execute the instructions necessary to change the logic level of the control line twice, first from high to low, then from low to high. For the SBC 80/20 this results in a 10 microsecond pulse. The maximum pulse length to the UPI-41 is set at twice the instruction cycle length, or 6.5 microseconds; therefore, the 10 microsecond Data Available pulse is sent to the one shot within the controller where it is shortened to 1 microsecond. The 1 microsecond pulse from the one shot supplies the WR input to the UPI-41. On the rising edge of this pulse the data on the SBC 80/20 output port is latched into the UPI-41 Interface Register. SBC 80/20 to controller data transfer connections are illustrated in Figure III-22.

Each byte of data transferred from the SBC 80/20 to the UPI-41 contains two kinds of information encoded into separate fields within the byte. The three most significant bits contain a source identifier encoded in straight binary, and the four least significant bits contain a message identifier, also in straight binary, see Figure III-23. Bit four is not used.

The rate of data transfer from the SBC 80/20 to the controller can be characterized by three separate data transfer rates of which the last two will be of interest. The first two rates are determined by the SBC 80/20 input configuration, Figure III-24, while the third is determined by the input configuration in combination with the SBC 80/20 data processing rate.

The SBC 80/20 input configuration consists of 5 input sources, where each source contains a data latch and a service request line. When data is latched into one of the sources, the SBC 80/20 receives a service request signal from that source. For each service request that the SBC 80/20 responds to, a data byte will be sent to the controller.

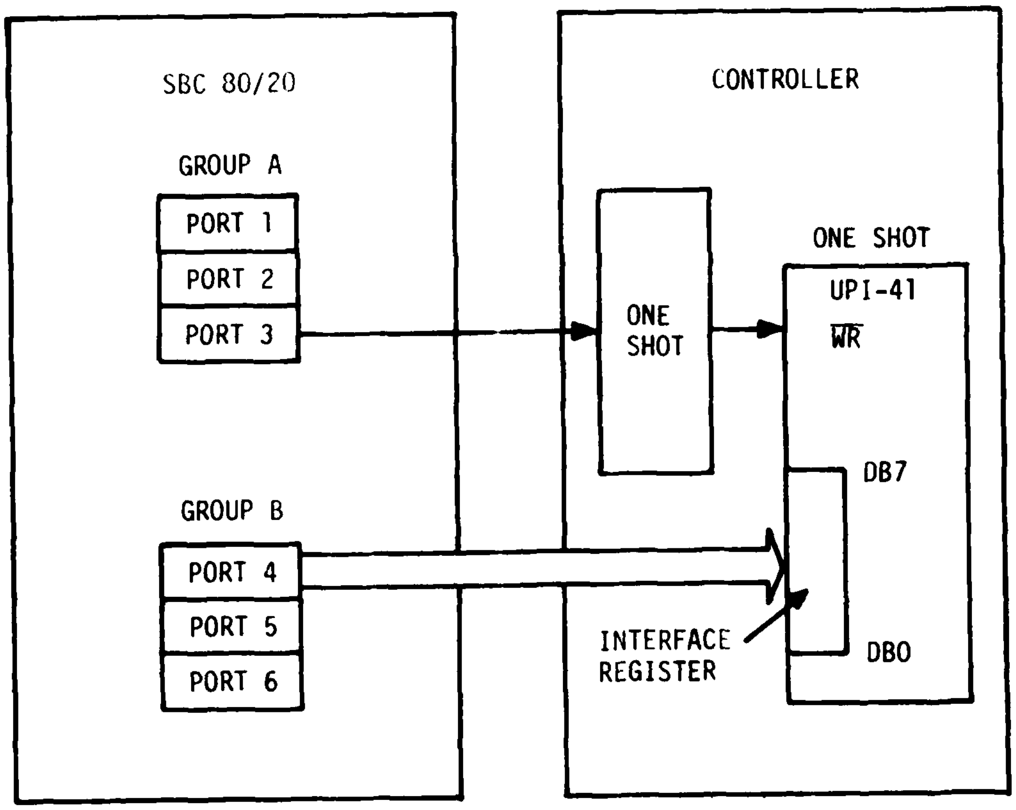


Figure III-22. SBC 80/20 to Controller

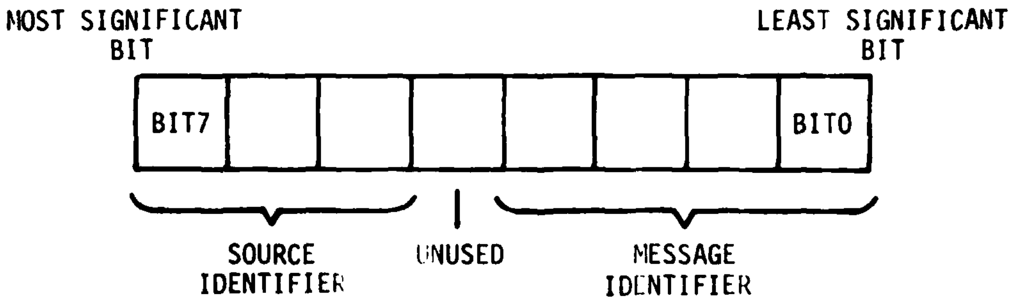


Figure III-23. SBC 80/20 to UPI-41 Data BYTE

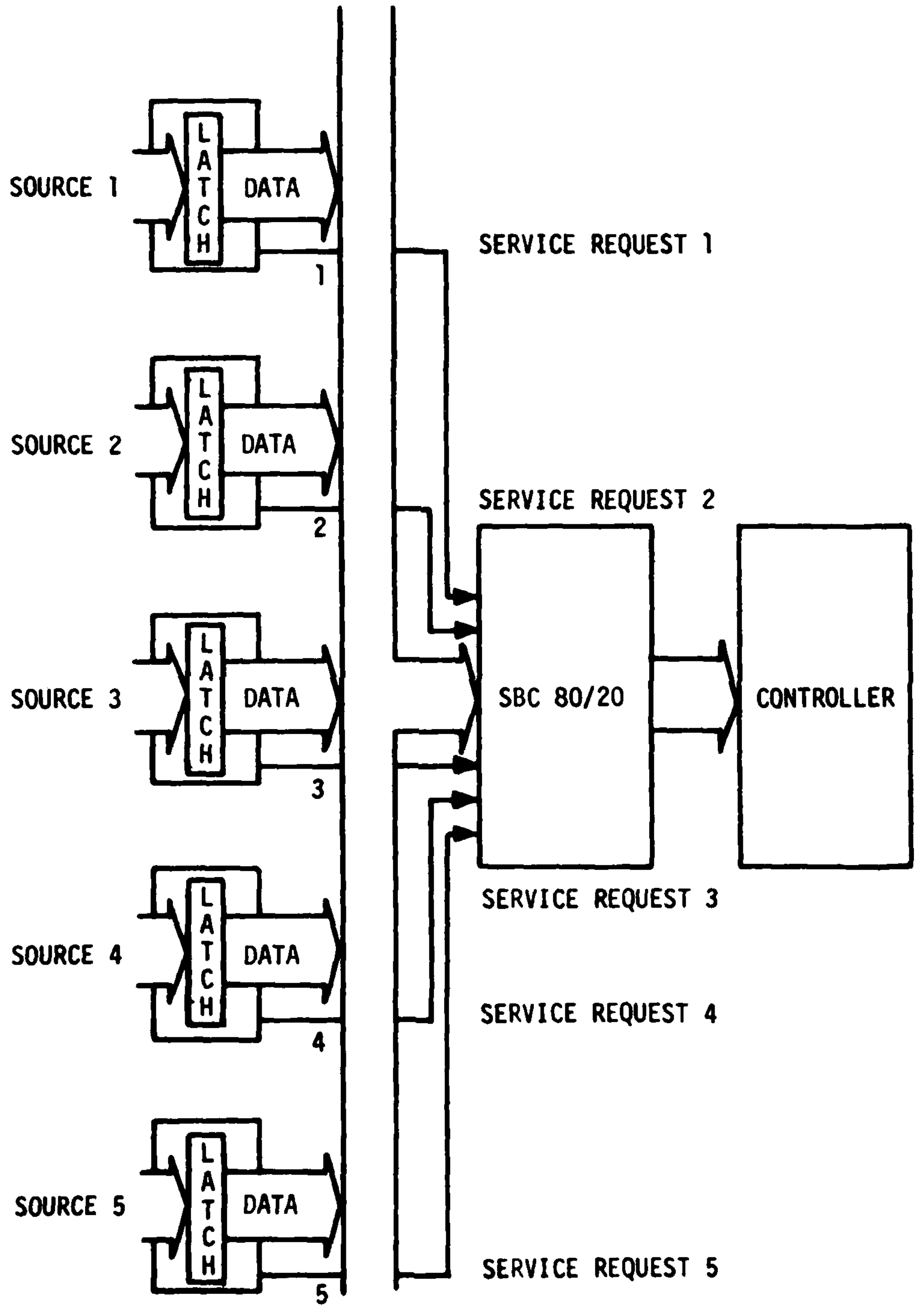


Figure III-24. SBC 80/20 Input Source Configuration

The first data transfer rate is the average transfer rate and occurs when the 5 sources are initiating service requests at their norminal rate. The second data transfer rate is a peak average rate, and occurs when all 5 sources are initiating service requests at their maximum rate of 12 per second. This condition results in a peak average rate of 12 x 5, or 60 transfers per second. The third data transfer rate is the maximum rate, and occurs anytime there are simultaneous service requests to the SBC 80/20. This rate is determined by the processing rate of the SBC 80/20. Analysis using: (1) real-time emulation under control of Intel's In Circuit Emulator, ICE-80, (2) tabulation of instructions executed and their execution time and (3) experimental determination, indicates that the SBC 80/20 processing rate is approximately 200 inputs per second.

As indicated before, the peak average transfer rate of 60 transfers per second, and the maximum transfer rate of 200 transfers per second are the relevant quantities characterizing the data transfer interface.

To keep up with the SBC 80/20 over extended periods, the processing rate of the UPI-41 must equal or exceed the SBC 80/20 peak average transfer rate, and to keep up with the SBC 80/20 when simultaneous service requests have occured, the reception rate of the UPI-41 must equal or exceed the SBC 80/20 maximum transfer rate.

The requirement on the UPI-41 processing rate will be used in the sequel to determine the baud rate used in the controller to ADM-3A interface, while the requirement on the UPI-41 reception rate will be used to establish the necessity of a data queue within the UPI-41.

One final point is that there are no provisions for the UPI-41 to indicate that it is ready to accept a data transfer from the SBC 80/20. Thus, the data queue mentioned above will be filled by an interrupt driven procedure. This technique will assure that a data byte has been removed from the Interface Register before an additional data transfer can occur.

2. Clock Connections

The clock connections supply the UPI-41 clock inputs, X1 and X2. A single line from the SBC 80/20 supplies the controller with a 9.216 megahertz clock which the SBC 80/20 makes available as the BCLK output. Within the controller, the BCLK frequency is divided in half by a 7474D flip flop. This division is necessary to bring the BCLK frequency within the 1 to 6 megahertz operating range of the UPI-41. The Q and $\overline{Q}_0$ outputs of this flip flop supply the UPI-41 inputs, X1 and X2, with a 180^0 out of phase 4.608 megahertz clock. While the UPI-41 is capable of generating its own clock by connecting a crystal to the X1 and X2 inputs, the BCLK frequency is used since the standard asynchronous communication frequencies can be derived from it. The clock connections are shown in Figure III-25.

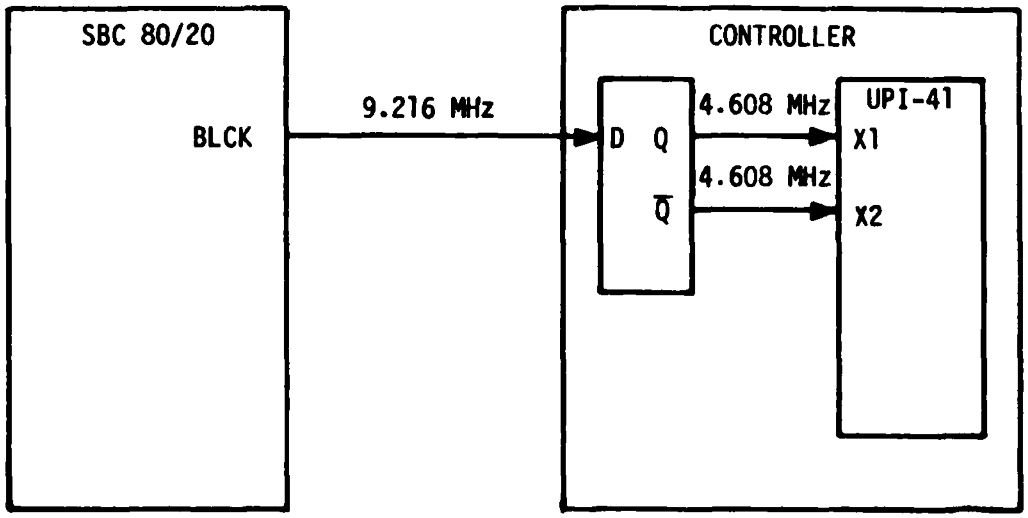


Figure III-25. SBC 80/20 to Controller - Clock Connections

<u>3</u>. Initialization Connection

The initialization connection is between $\overline{\text{INIT}}$ output of the SBC 80/20 and the $\overline{\text{RESET}}$ input of the UPI-41. A low going pulse on this line causes the control program of the UPI-41 to begin execution at location 0.

(b) Controller to ADM-3A Interface

The controller to ADM-3A interface consists of a single line which originates from line 0 to port 1 on the UPI-41, passes through the 75188 inverting line driver, and terminates on the Receive Data, RXD, input of the ADM-3A. The line driver converts the TTL output of port 1, 0 - 5 volts, into RS-232C logic levels of ± 12 volts.

Information is transmitted from the UPI-41 to the ADM-3A serially using 7 bit ASCII code under the RS-232C communication protocol. For this application, the number of bits per character has been minimized by using a single stop bit and no parity bit. For a given serial transmission rate this configuration will result in the fastest possible character transmission time. This time is an important consideration, as each parallel byte received by the controller from the SBC 80/20 will require a 22 character message to be transmitted. With the single start bit, the 9 bit serial character appears as shown in Figure III-26.

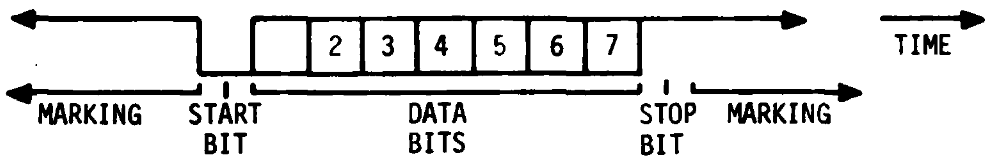


Figure III-26. Serial Transmission Character

Each data byte received by the UPI-41, except as noted in the next section causes a string of 9 bit characters to be sent from the UPI-41 to the ADM-3A, a 24 line by 80 character CRT display.

The function of the ADM-3A is to provide three kinds of information concerning the SBC 80/20 inputs to an observer. The ADM-3A displays a message, indicates the SBC 80/20 source corresponding to the message, and reflects the order of input occurrence. The message is indicated by the characters displayed on the screen. The source is indicated by dividing the ADM-3A screen into 5 columns of equal width, with the first column reserved for source 1 messages, the second column for source 2 messages, and so on for the five sources. The order of inputs is indicated by scrolling the display 1 line each time a message is displayed.

For a screen width of 80 characters, and not allowing an overlap of columns, the message field for each source is limited to the integer portion of 80/5, or 16 characters. The ADM-3A screen use is illustrated in Figure III-27.

To implement the function of the ADM-3A as described above requires that 22 characters be sent to the ADM-3A for each SBC 80/20 to controller transfer. The 22 characters are sent in 3 groups: a cursor control group, a message group, and a display control group.

The first group sent, the cursor control group, contains four characters which cause the cursor to the ADM-3A to position itself at the beginning of one of the five message columns. The first two control characters "escape" and "equals", activate the ADM-3A cursor positioning logic, while the next two characters are interpreted as the X and Y coordinates of the new cursor position, respectively. The Y coordinate sent is always the same, 037H, and selects the bottom line of the display. The X coordinate is determined by the SBC 80/20 input source.

The second group sent, the message group, contains 16 characters. These characters will be printed on the screen of the ADM-3A in the message field whose beginning was established by the cursor positioning control group.

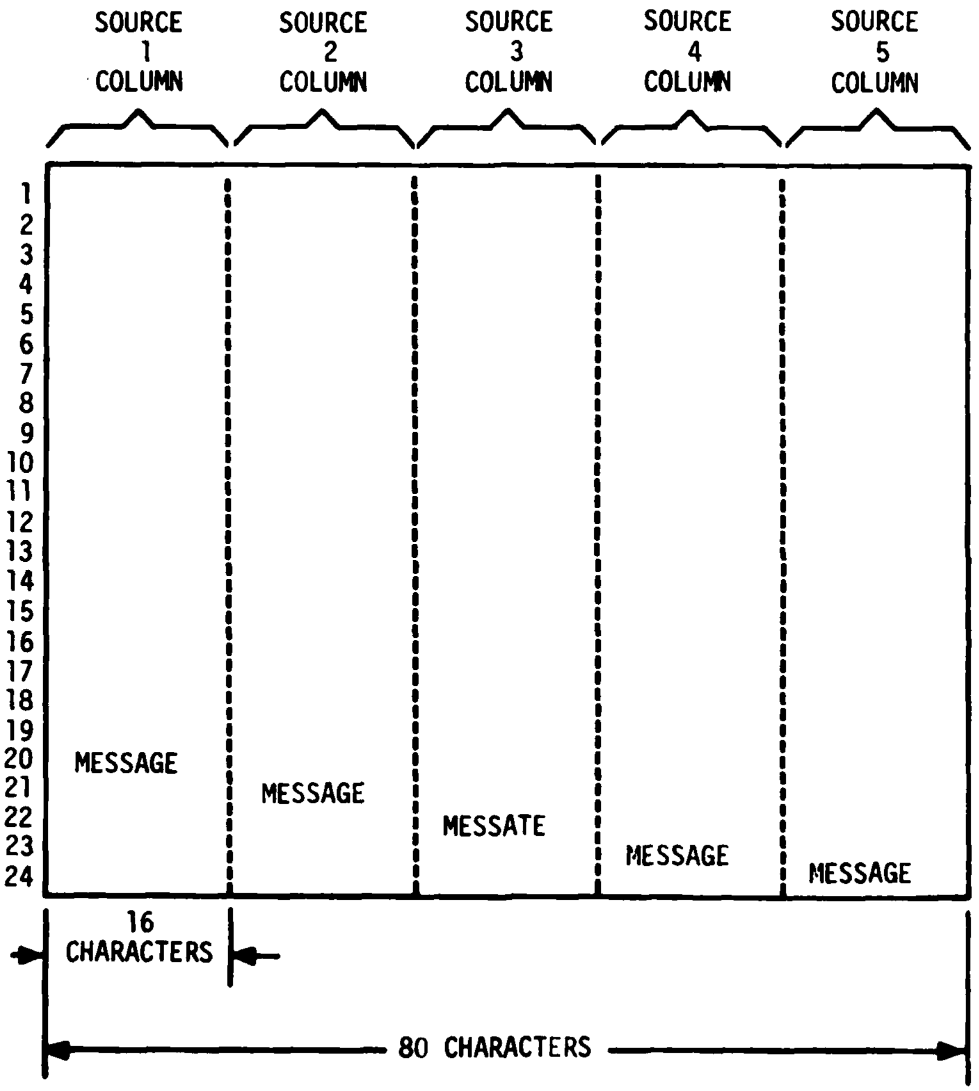


Figure III-27. ADM-3 Screen Use

The third group sent, the display control group, contains the remaining 2 characters. These characters, a carriage return and line feed, cause the display to scroll up one line in preparation for the next control group 1 sequence.

The complete 22 characters string appears as shown in Figure III-28.

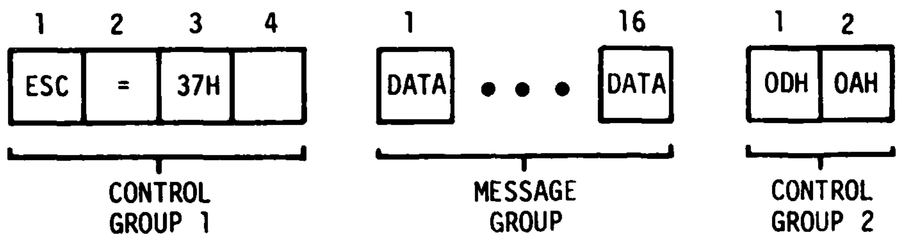


Figure III-28. Character String Transmitted to ADM-3A

The final aspect of the controller to ADM-3A interface is the serial transmission rate to be used. Having now established (1) the number of characters sent by the controller to the ADM-3A per SBC 80/20 input, (2) the number of serial bits per character, 9, and (3) the UPI-41 processing rate requirement, 60 transfers/sec, a minimum serial transmission, or baud, rate can be computed as:

$$\text{minimum baud rate} = \begin{array}{l} \text{22 characters/SBC 80/20 transfer x} \\ \text{9 bits/character x} \\ \text{60 SBC 80/20 transfers/second} \end{array} \qquad (1)$$

or 11,880 bits per second. The next highest, indeed the highest, baud rate at which the ADM-3A can receive data is 19,200 baud. This value must necessarily be chosen as the data transmission rate.

(c) Control Switches to Controller Interface

The control switches to controller interface is a 5 line connection between 5 control switch outputs and the 5 least significant inputs of port 2 on the UPI-41. The design of port 2 on the UPI-41 is such that if nothing is connected to a port line, the line will read as a logic one, whereas, if the line is grounded through a 1k resistor, the port will read a logic zero (3). The control switch to controller connections are shown in Figure III-29.

During the processing of a data byte by the UPI-41, the binary source identifier is translated into a linear select code which is then compared with the switch setting on port 2. If the switch corresponding to the source identifier is set in the abort position, a logic 0 is present and a message will not be sent. This is the exception referred to in the controller to ADM-3A interface description. If the switch is set in the display position a logic true will be present and a message will be sent.

This concludes the overall system description. The next two sections will describe the principle device within the intelligent controller, the UPI-41 single chip microcomputer.

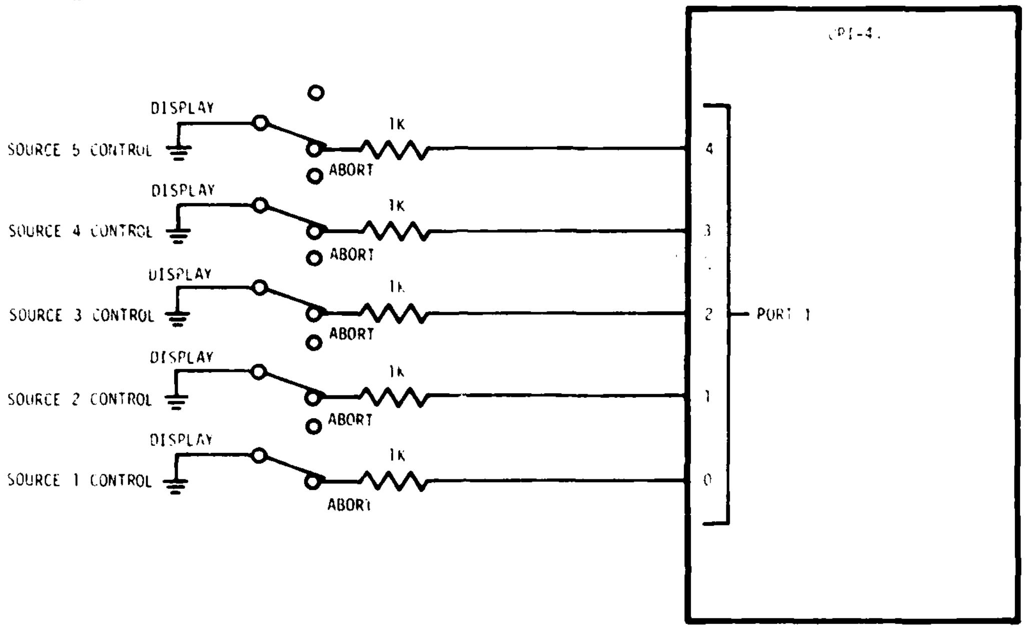


Figure III-29. Control Switches to Controller Interface

e. UPI-41 MICROCOMPUTER OUTPUT II

The UPI-41 single chip microcomputer provides the intelligence of the intelligent controller. The block diagram in Figure III-30 illustrates the facilities available within the UPI-41.

As described in the previous section, the interface register is used for communication with the SBC 80/20, port 1 is used for communication with the ADM-3A, and port 2 is used for communication with the control switches.

Program memory is divided into 4 pages of 256 bytes each. These pages are numbered 0 to 3. Page 0 contains the main loop of the control program, while page 1 contains the various subroutines called by the main loop. Page 3 has a special feature in that data bytes can be transferred from it to the accumulator using the current value of the accumulator as a pointer. This "table lookup" feature is used to access the message strings which are sent to the ADM-3A. 16 messages of 16 characters each are stored, using all 256 bytes within the page. Program memory configuration is shown in Figure III-31.

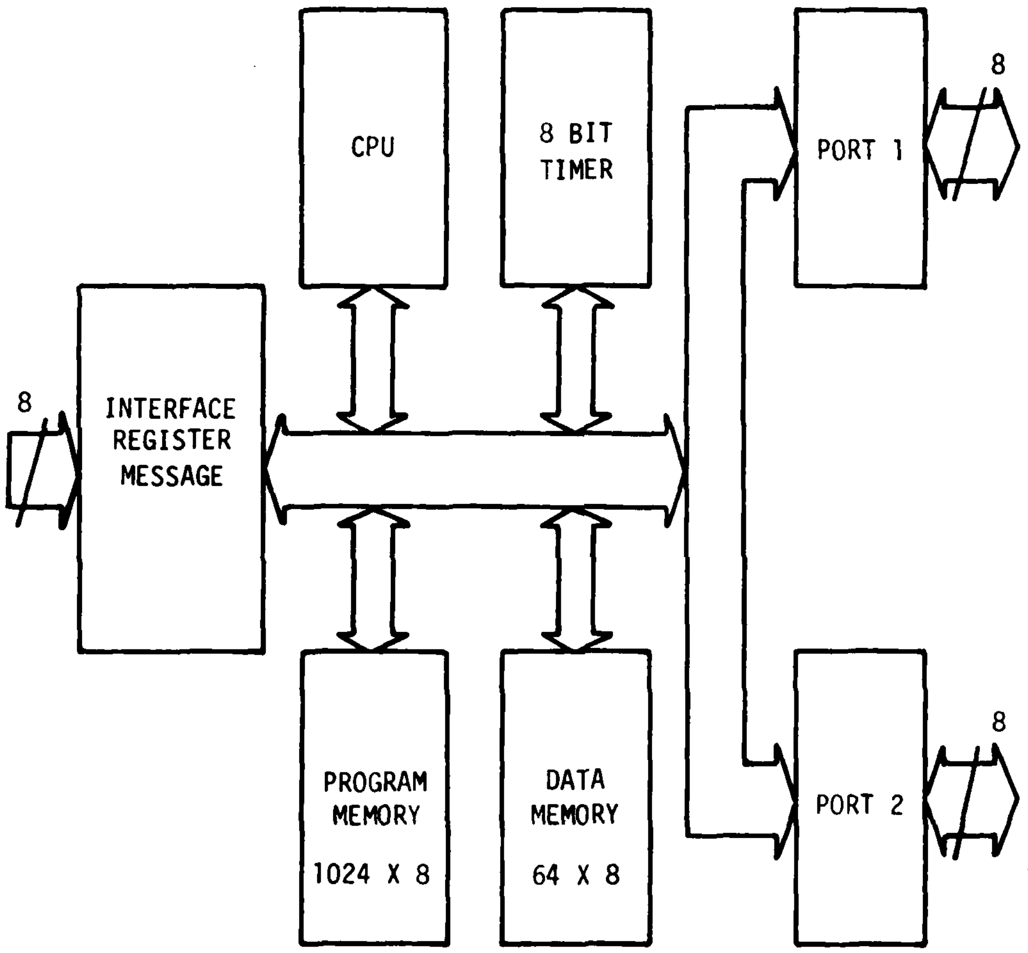


Figure III-30. UPI-41 Single Chip Microcomputer Block Diagram

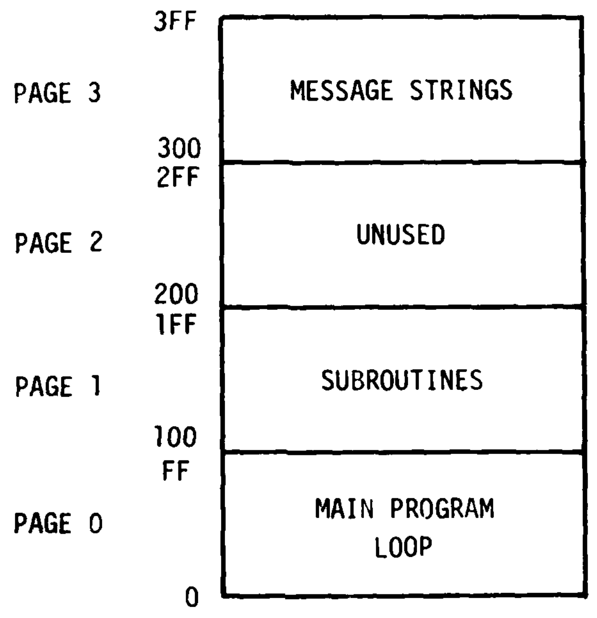


Figure III-31. UPI-41 Control Program Memory Map

RAM within the UPI-41 serves three purposes: it contains the registers, the subroutine and interrupt stack, and the variable data storage locations. The distribution of the 64 RAM locations between these three functions is shown in Figure III-32.

The registers in bank 0 are designated RO-R7, while those in bank 1 are designated RO'-R7'. Only one register bank at a time can be addressed. Bank selection is accomplished by executing a specail select register bank X, SELRBX, instruction where X is either 0 or 1. The registers of bank 0 are used for data processing and message transmission, while those of bank 1 are used for queue control.

The UPI-41 contains a rather sophisticated timer which was evaluated for use as the bit interval generator for UPI-41 to ADM-3A serial transmission. As several difficulties were encountered, the use of the timer while representing a possible area for future research, was rejected in favor of a software timing approach. The software timing routine will be described, along with the rest of the UPI-41 control program, in the next section.

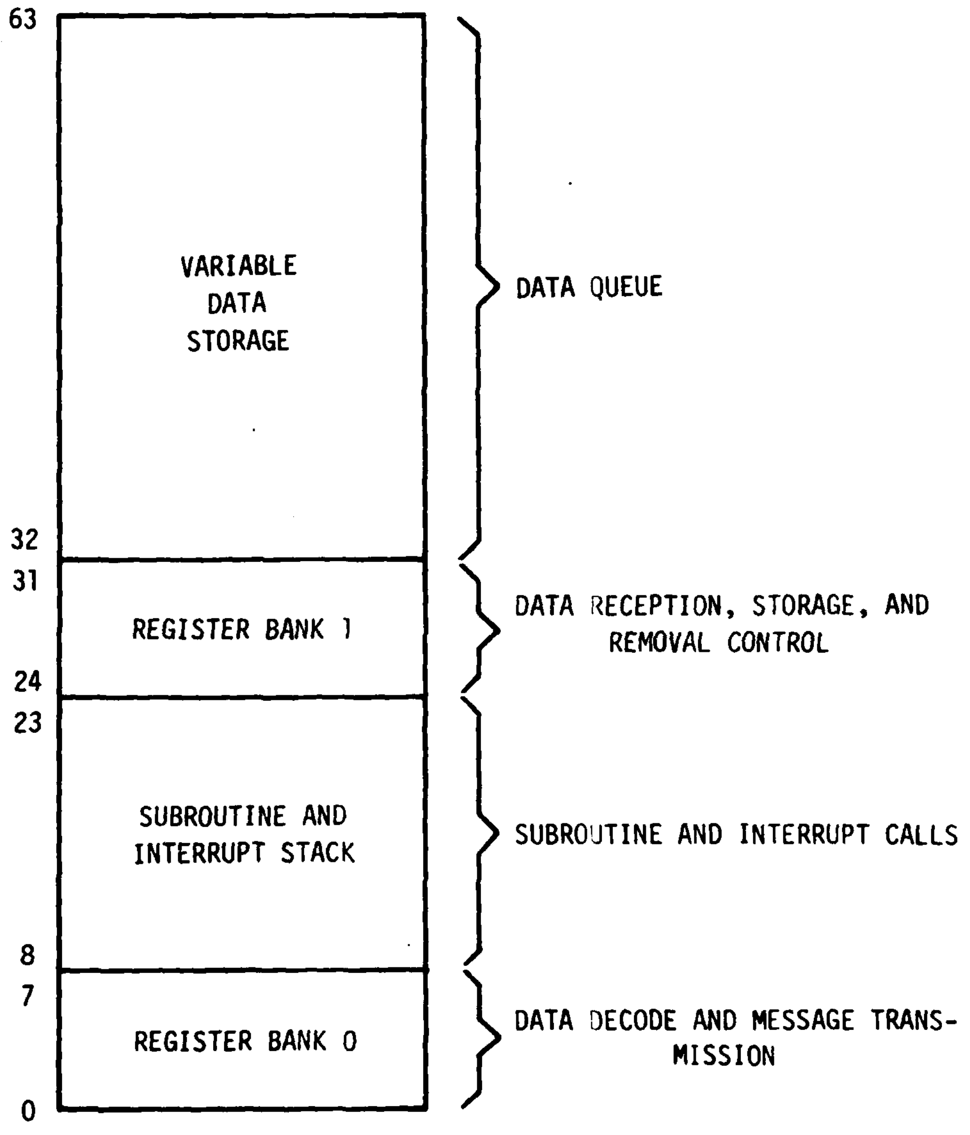

63
VARIABLE DATA STORAGE
DATA QUEUE
32
31
REGISTER BANK 1
DATA RECEPTION, STORAGE, AND REMOVAL CONTROL
24
23
SUBROUTINE AND INTERRUPT STACK
SUBROUTINE AND INTERRUPT CALLS
8
7
REGISTER BANK 0
DATA DECODE AND MESSAGE TRANSMISSION
0

Figure III-32. UPI-41 RAM Memory Map

f. UPI-41 CONTROL PROGRAM IV

The UPI-41 program is written in MCS-48/UPI-41 assembly language. It was assembled using a cross assembler operating on an Intel Microcomputer Development System, MDS-800. The machine code was burned into the EPROM program memory of the UPI-41 using an Intel Universal Prom Programmer and the Universal Prom Mapper Software. The assembly of the program and the burning of the EPROM were done under control of the Intel System Implementation Supervisor, ISIS II, operating from an Intel Dual Floppy Disk Drive.

The program description is divided into three parts:

- Initialization procedures
- Data reception and storage
- Data decode and message transmission

The program listing is located in Appendix "D", flowcharts appear in Figures III-33 through III-35.

(1) Initialization Procedures

The first section of the UPI-41 program performs functions which are necessary prior to data reception. These functions are the initialization of registers and the initialization of the ADM-3A screen. The values placed in the various registers will be explained as they are encountered within the program. The screen initialization procedure consists of clearing the screen and positioning the cursor in the bottom left hand corner. The screen is cleared by transmitting a special character, 01AH, to the ADM-3A, while the cursor is positioned using the 4 character cursor positioning sequence described previously in the controller to ADM-3A interface section.

As the final step in the initialization procedures, the UPI-41 enables itself to data reception by outputting a logic zero to port 2 line 7. This port line is connected to the UPI-41 chip select, $\overline{CS}$, input. Since all port lines are in the logic high state following a system reset, UPI-41 input is disabled until the output instruction is executed.

(2) Data Reception and Storage

When data is written into the UPI-41 interface register by the SBC 80/20, an interrupt request is generated. Upon recognition of the interrupt, the interrupt vector jump at locations 3 and 4 in program memory is executed, and the interrupt service routine, lines 118 through 134 in Appendix "D", is entered. The interrupt routine inputs the data from the interface register and places the data in a queue. A flowchart of the interrupt service routine appears in Figure III-34.

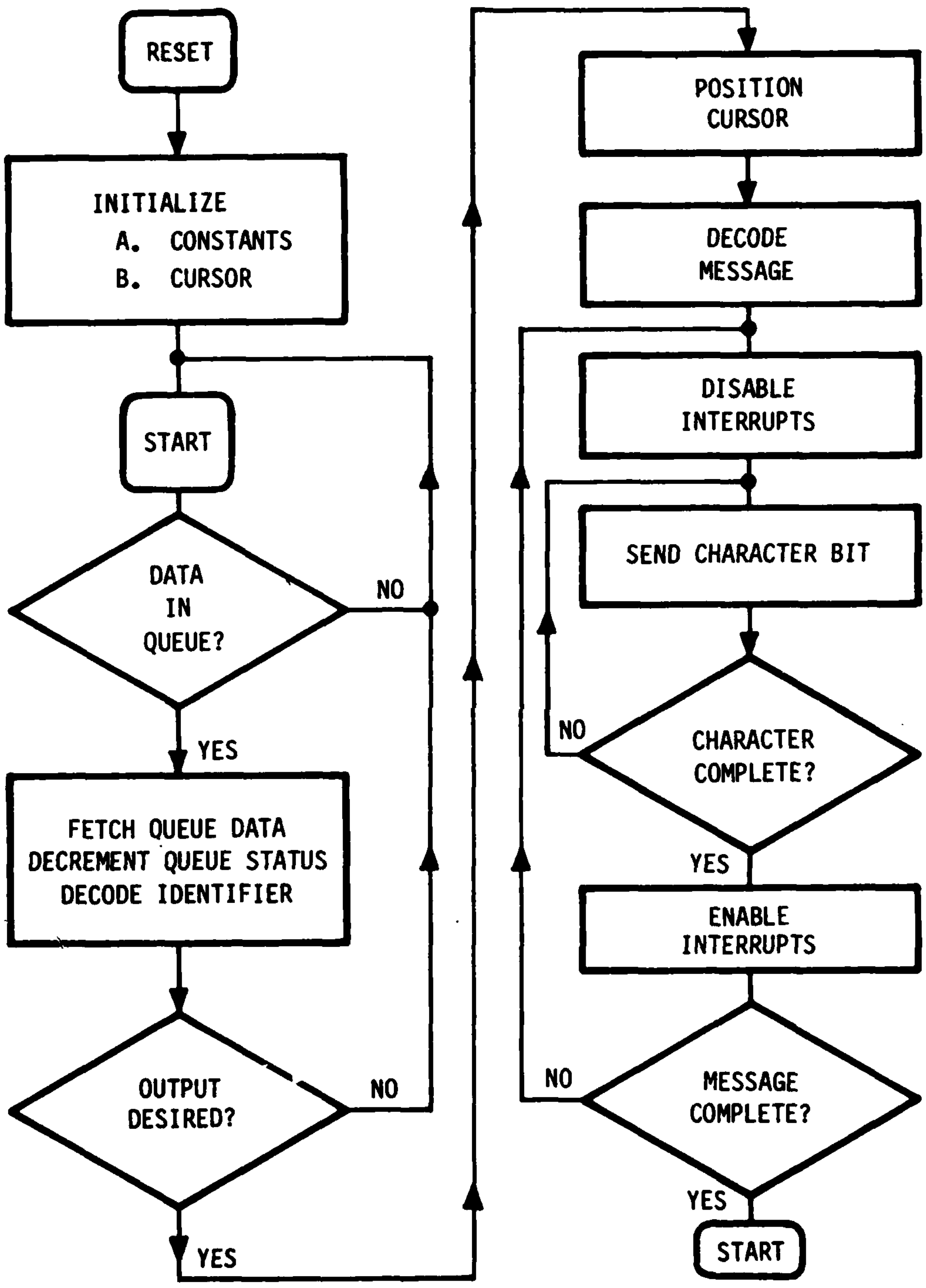


Figure III-33. UPI-41 Control Program Flowchart Processing Loop

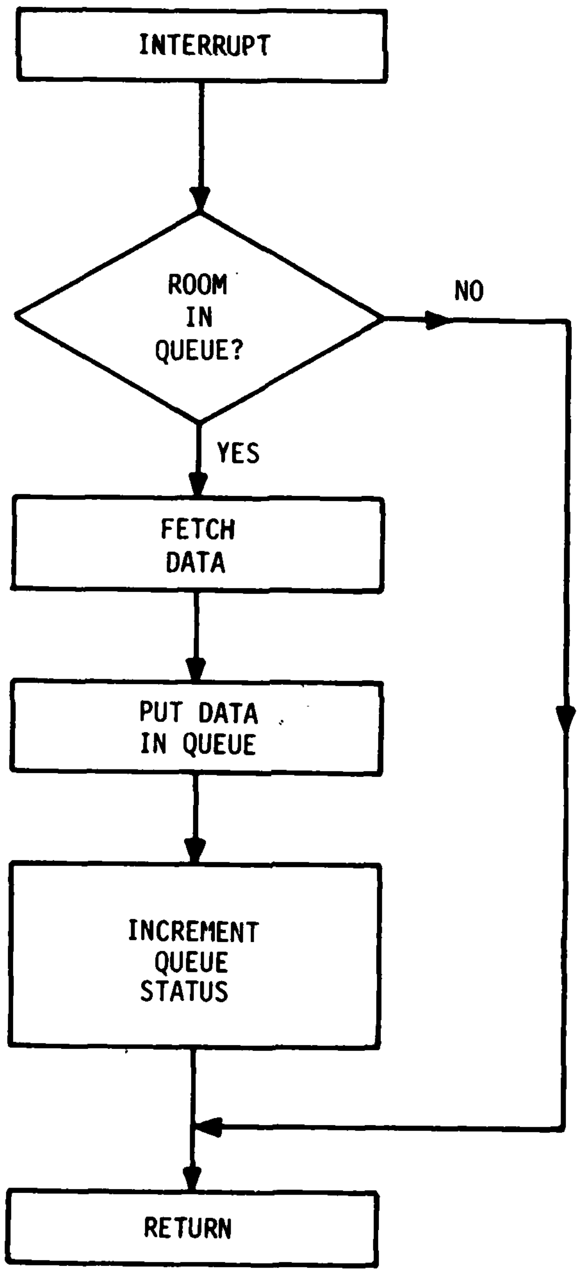


Figure III-34. UPI-41 Control Program Flowchart - Interrupt Service Routine

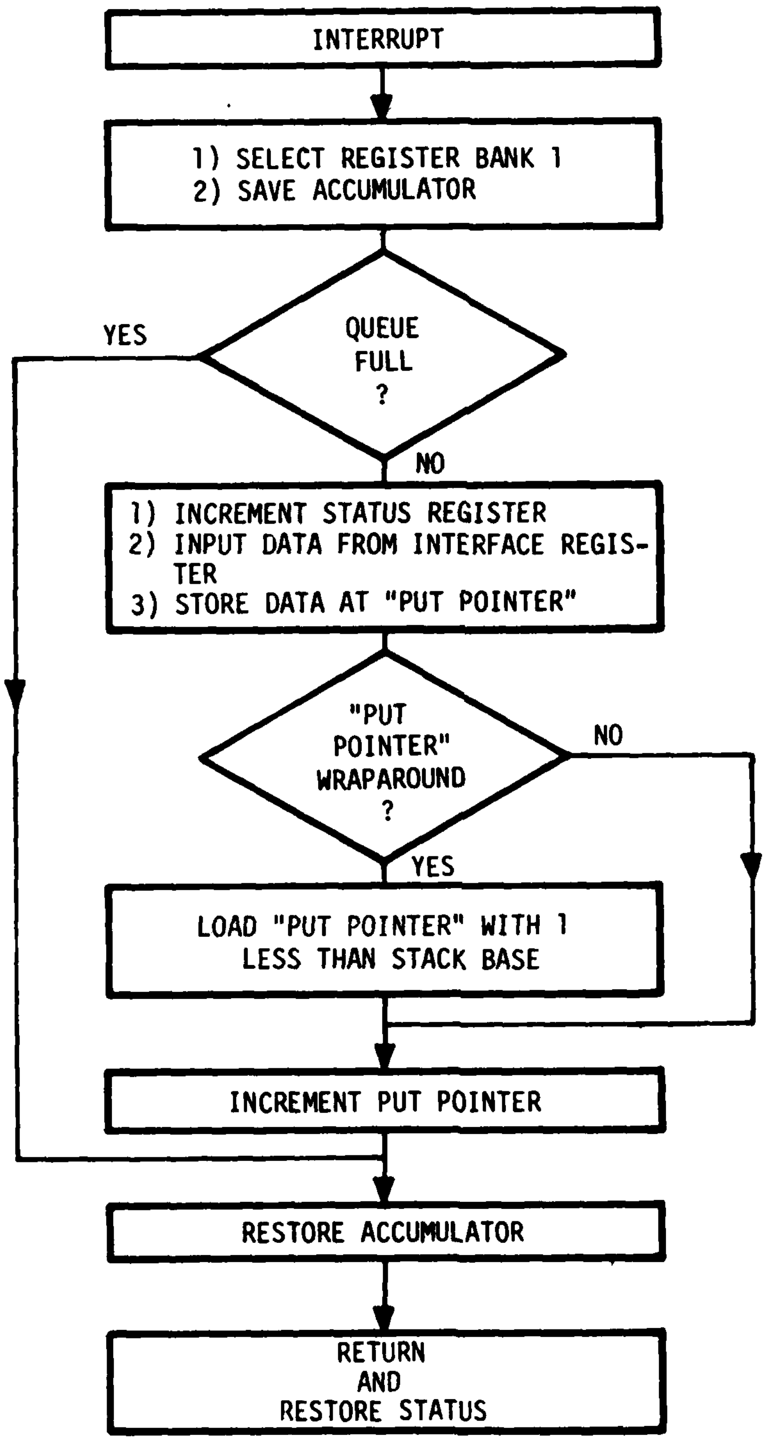

INTERRUPT
1) SELECT REGISTER BANK 1
2) SAVE ACCUMULATOR
QUEUE FULL ?
YES
NO
1) INCREMENT STATUS REGISTER
2) INPUT DATA FROM INTERFACE REGISTER
3) STORE DATA AT "PUT POINTER"
"PUT POINTER" WRAPAROUND ?
NO
YES
LOAD "PUT POINTER" WITH 1 LESS THAN STACK BASE
INCREMENT PUT POINTER
RESTORE ACCUMULATOR
RETURN AND RESTORE STATUS

Figure III-35. Interrupt Routine Flowchart

It was pointed out in the section describing the SBC 80/20 controller interface that the UPI-41 reception rate requirement would necessitate the data queue. The necessity for the queue can be shown as follows:

Unless the 19,200 baud rate can meet the UPI-41 reception rate requirement as well as the processing rate requirement, it is necessary to provide a data queue to prevent data from being overwritten in the interface register. For this condition to be met, the 19,200 baud rate must be proportionately greater than the 11,800 minimum baud rate by at least the proportion of the reception rate requirement to the processing rate requirement, or

$$\frac{19,200}{11,800} \overset{M}{=} \frac{200}{60} \qquad (2)$$

as this is not true, a queue must be maintained.

To meet the storage requirements a First In First Out, or FIFO, stack is implemented in the variable data storage area of the RAM memory. See Figure III-36. A FIFO stack allows data to be retrieved so that order of entry is preserved. The operation of a FIFO stack can be conceptualized by considering a storage mechanism where data inputs are stacked one on top of the other as they arrive, and where data removal is accomplished by pulling from the bottom. As an entry is removed, all remaining entries move down one location. This operation is illustrated in Figure III-36.

The problem with this implementation is in moving the remaining data entries down. For N remaining inputs, the operation requires 2N memory accesses and 5N program steps as shown below:

(a) Increment pointer

(b) Load data byte - first memory access

(c) Decrement pointer

(d) Store data byte - second memory access

(e) Increment pointer

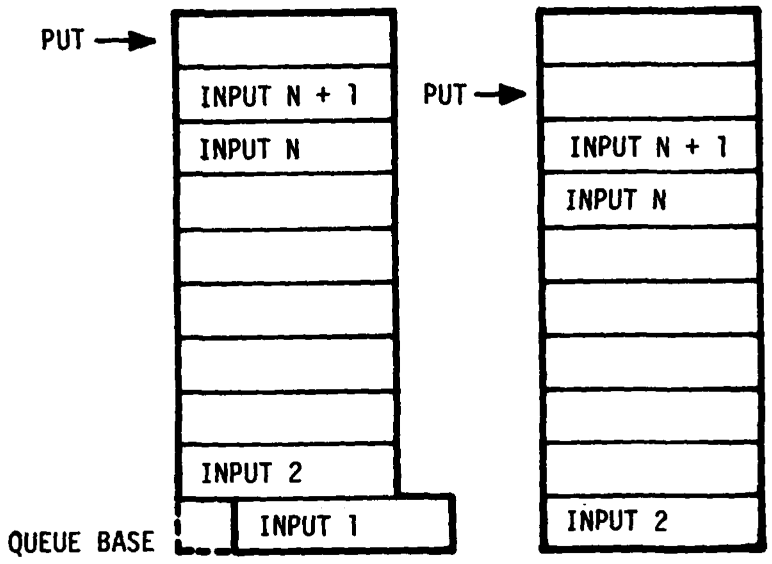


Figure III-36. Fixed Base FIFO Operation

A more efficient algorithm uses a "get data" pointer as well as the "put data" pointer used in the implementation above. The get data pointer allows the "bottom" of the stack to move upward as data is removed from the stack. This eliminates the necessity of moving each of the remaining inputs down. Instead, the get data pointer is incremented once each time data is removed. The put data pointer always identifies the next location available for data storage and the get data pointer identifies the location of the next value to be removed. The only problem with this implementation is that unless data memory is infinitely long, storage locations will run out at some point. This condition being unacceptable, a "top-of-stack" must be defined, and as the pointers reach the top they must be wraparound. In this application the top-of-stack has been made coincident with the top of RAM, making the last location address 63 and giving a stack size of (63-32) +1, or 32 locations. As each pointer reaches location 63, it is returned to location 32 instead of being incremented further. Implemented in this manner, the number of steps required for a data removal is independent of N and, for the UPI-41, has a maximum value of 5 as indicated by lines 85 through 89 of the program listing.

For either implementation, some way of determining when the stack is full must be available. For the two pointer implementation, the queue full condition is easily detected by maintaining a queue status value which indicates how many entries are presently on the stack. If a check of the queue status register indicates that the queue is full, additional data must be rejected to avoid overwriting of the earliest entry with the newest entry. Since the UPI-41 has been designed to meet the processing rate requirement, it follows that the maximum stack usage must be less than or equal to the number of SBC 80/20 input sources, or 5; therefore, the queue full condition can never occur in this application. Use of the queue status value in this application, then, is limited to determining when data is available on the stack. Figure III-37 illustrates the operation of the moving base FIFO stack.

The put and get data pointers, the queue status, and the constants used to determine the pointer wraparound and queue full conditions are located in register bank 1. Also, since the data reception routine is entered in response to an interrupt, another bank 1 register is allocated for accumulator storage. Finally, one register is used for temporary data byte storage during computations.

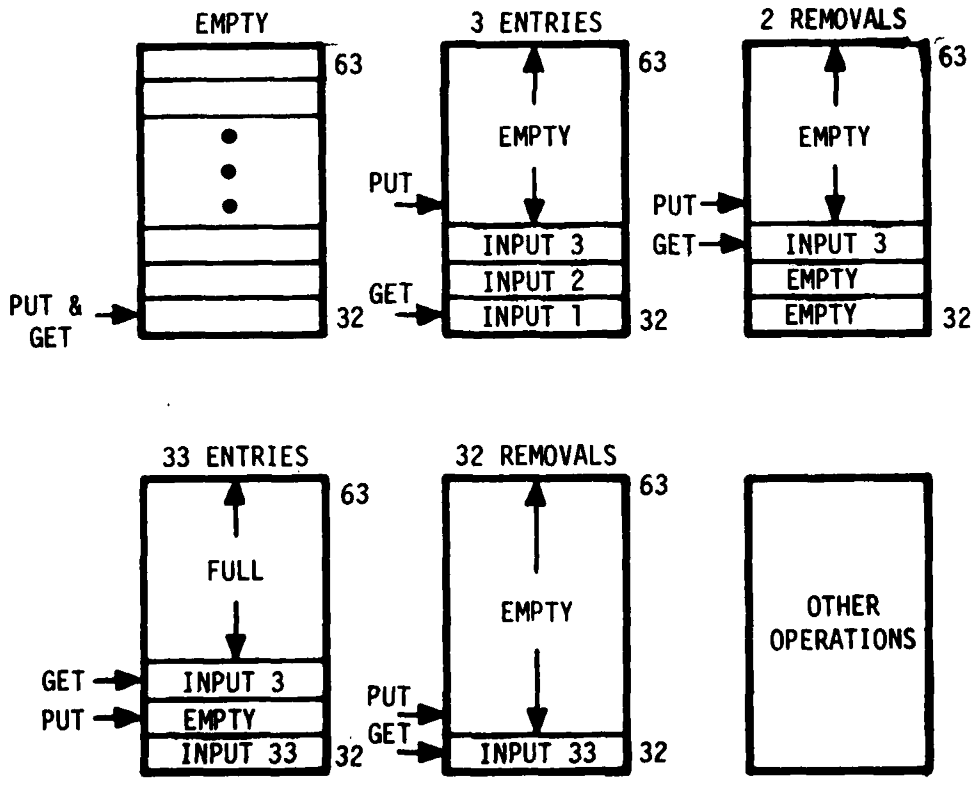


Figure III-37. Moving Base FIFO Operation

Registers 0 and 1 are the only locations which can serve as pointers into the variable data storage area; therefore, the get and put data pointers are defined as the contents of registers 0 and 1 respectively, the other locations are assigned arbitrarily as per Table III-1.

TABLE III-1. REGISTER BANK 1 MAP

Register 7'	Temporary Storage
Register 6'	Queue Status Con. = 224
Register 5'	Wraparound Constant = 193
Register 4'	Unused
Register 3'	Accumulator Storage
Register 2'	Queue Status
Register 1'	Put Data Pointer
Register 0'	Get Data Pointer

(3) Data Decode and Message Transmission

Once data is placed in the queue by the interrupt service routine, a check of the queue status register, lines 80 and 81 of the program listing, will indicate that data is available for processing. The program will then enter the main program loop, line 82, where the data decode and message transmission function begins.

This section of the program can be divided into 3 segments:

(a) Data access

(b) Source processing

(c) Message processing

1. Data Access

The function of the data access segment is to remove a data byte from the queue and perform the transition between register bank 1 operation and register bank 0 operation. The data removal steps are reminiscent of the steps performed in the interrupt routine, while the bank transition is accomplished by placing the data in the accumulator and then selecting the new register bank. A flowchart is shown in Figure III-38.

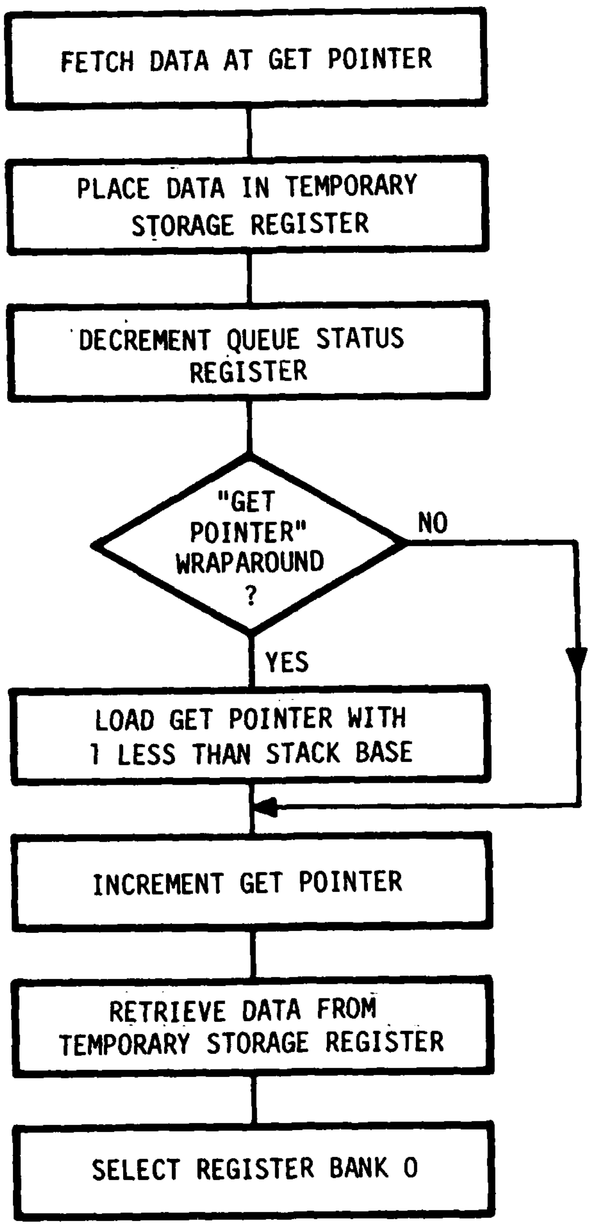

FETCH DATA AT GET POINTER
PLACE DATA IN TEMPORARY STORAGE REGISTER
DECREMENT QUEUE STATUS REGISTER
"GET POINTER" WRAPAROUND ?
NO
YES
LOAD GET POINTER WITH 1 LESS THAN STACK BASE
INCREMENT GET POINTER
RETRIEVE DATA FROM TEMPORARY STORAGE REGISTER
SELECT REGISTER BANK 0

Figure III-38. Data Access Segment Flowchart

Register bank 0 is used for the remainder of the program. All locations within this bank are assigned arbitrarily as shown in Table III-2.

TABLE III-2. REGISTER 0 MAP

Register 7	Data Byte
Register 6	Message Length Constant
Register 5	Binary Source Identifier
Register 4	Linear Select Source Identifier
Register 3	Message Identifier
Register 2	Relay Counter
Register 1	Unused
Register 0	Serial Transmission Counter

2. Source Processing

The function of the source processing segment, lines 93 through 98, is to use the source identifier portion of the data byte to (1) determine whether a message tranmission is desired and (2) position the cursor at the proper place on the ADM-3A screen. The source processing segment calls three subroutines; MASK, LOCSET, and TAB.

Subroutine MASK, lines 144 through 156, coverts the binary source identifier into the linear select identifier through the use of the lookup table located at MSKDAT, line 143. The subroutine then performs the comparison with the port 2 control switch lines and sets a flag according to the result.

Subroutine LOCSET, lines 161 through 168, sends the characters which activate the cursor control logic and the Y coordinate value to the ADM-3A.

Subroutine TAB, lines 157 through 160, converts the binary source identifier into the proper X coordinate value and completes the cursor positioning sequence by transmitting the coordinate value to the ADM-3A.

3. Message Processing

The function of the message processing segment, lines 99 through 112, is to convert the message identifier portion of the data byte into the page 3 address of the message string, output the message string, scroll the ADM-3A display one line, and return to the queue status checking loop.

The page 3 address of the message string is produced by multiplying the binary message identifier by 16. Thus, the message identifier is converted into the starting address of a 16 character string which makes up the message. The multiplication is accomplished by swapping the high and low order nybbles of the data byte and then masking out the low order nybble. This operation is equivalent to four left shifts and, therefore, multiplies the source identifier by 2^4, or 16.

Subroutine STROUT, lines 169 through 175, uses the message address produced by the preceeding multiplication and the string length constant contained in register 6 to control the transmission of the 16 character message string to the ADM-3A.

The CRLF procedure, lines 107 through 110, cause the scroll of the ADM-3A display by sending the carriage return line feed combination.

Finally, register bank 1 is selected so that when the jump at line 112 occurs the register bank containing the queue status value, R2', will be addressed by the WAIT loop.

This completes the description of the control program except for the subroutine which controls character transmission. This function is accomplished by the OUTPUT subroutine, lines 176 through 191.

It was noted in the description of the clock connection, section II, that the 4.608 megahertz clock input to the UPI-41 would be used to generate the proper communication frequency. The following discussion explains this process and the operation of the OUPUT subroutine,

Each instruction in the UPI-41 instruction set consists of either 1 or 2 instruction cycles. Each instruction cycle consists of 5 machine states and each state consisits of 3 clock periods. See Figure III-39.

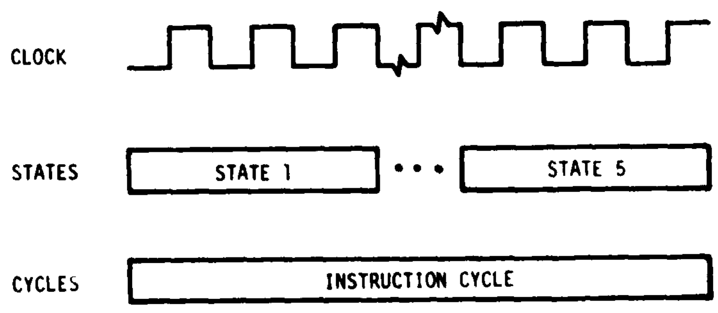


Figure III-39. UPI-41 Instruction Cycle

The instruction cycle execution rate, then, is 1/15 of the input clock rate or 307,200 instruction cycles per second. The instruction cycle execution rate divided by 16 produces the serial transmission rate of 19,200 baud. Therefore, a bit interval, i.e., the time a serial bit should be present on port 1 during transmission, is exactly 16 instruction cycles. A 9 bit character can be transmitted by constructing a loop which places a new serial bit on the port 1 transmission line every 16 instruction cycles.

The OUTPUT subroutine, Figure III-40, expects the 7 least significant accumulator bits to hold the 7 bit ASCII representation of the character to be sent. As 9 bits are required to send a complete character, including the start and stop bits, the 8 bit accumulator and the carry bit are catenated to form a 9 bit register. The accumulators most significant bit and the carry bit serve as the stop and start bits respectively. Once the 9 bit register is set up with the character, the bits are sent by successively rotating the bits into the least significant bit position of the accumulator and then outputting the accumulator to port 1.

Instructions 1, 2, and 3 set up the character, the transmission loop begins at line 180. Note that the number of instruction cycles required for each instruction in the transmission loop is shown to the right of the instructions.

For the first eight bits transmitted, program execution proceeds through the steps indicated 1 through 8. As can be verified by the reader, 16 instruction cycles are executed between bit changes.

```
OUTPUT: DIS    I
        MOV    R0,#07H ;SERIAL BIT COUNTER
        MOV    A,R1    ;GET ASCII CHARACTER TO BE OUTPUT
        ANL    P1,#00H ;PUT OUT START BIT
        MOV    R2,#04H ;SET UP DELAY LOOP LENGTH
        CALL   DELAY
LOOP1:  OUTL   P1,A    ;OUTPUT CURRENT BIT OF SERIAL CODE
        RR     A       ;GET NEXT BIT OF ASCII CODE
        NOP            ;WAIT 1 INSTRUCTION CYCLE TO COMPENSATE
                       ;FOR RR BEING A SINGLE CYCLE OPERATION
        MOV    R2,#02H ;SET UP DELAY LOOP LENGTH
        CALL   DELAY
        DJNZ   R0,LOOP1        ;TEST FOR 7 BITS OUTPUT
        ORL    P1,#01H ;PUT OUT STOP BIT
        MOV    R2,#03H ;SET UP DELAY LOOP LENGTH
        CALL   DELAY
        JF0    NOINEN  ;IF IN SETUP SEGMENT DONT ENABLE INTERRUPTS
        EN     I
NOINEN: RET            ;RETURN FROM SUBROUTINE
```

Figure III-40. UPI-41 Character Transmission Subroutine

Program flow for the final bit proceeds through the steps indicated A through E. While this sequence requires only 9 instruction cycles, analysis of the complete program shows that for any set of conditions a minimum of 8 additional instruction cycles will be required to reach the initial ouput instruction for a new character. Thus, a minimum of 9 + 8, or 17, cycles will be executed exceeding the minimum of 16 by 1 cycle. But, as there is no maximum length for the stop bit since its level corresponds to the nonactive, or "marking" state, the value 17 is acceptable.

The instruction executed just prior to entry into the bit transmission loop diables interrupts, while the instruction just before the return reenables them. Interrupts must be disabled during transmission of a character since the occurance of an interrupt service routine would insert extra instruction cycles, thereby destroying the integrity of the software timing loop.

As a concluding remark on the UPI-41 control program, it is noted that starting on page 51 of the listing, a sample set of message strings is shown.

The program listing referred to throughout this section is the assembly listing produced during the assembly of the UPI-41 control program source file. This version of the program was used for the system evaluation to be presented in the next section.

3. 80/80 PROGRAM

Operation of the 80/20-4 Microcomputer is directed by program code in three 2716 2KX8 EPROMS. The code was compiled from a program written in PL/M-80 language. Reference 3 gives a number of PL/M-80 examples. While reference 5 provides the language syntax and other definitions.

The overall program strategy is shown on Figure III-41, with more detail given on Figure III-42. The program listing is given in Appendix A.

After power has been turned on, the program starts when the 80/20-4 "RESET" button is pushed.

During "initialize" the program issues a series of questions to the system console and prompts for answers as shown on Figure III-41. If desired, the date, training session number, and trainee names are obtained and stored for future reference. When all identification data have been collected and other housekeeping details completed, the program issues "LET'S START" and the main training session loop is entered. This loop may be executed along the three different paths indicated on the flowchart, Figure III-42.

If there is no target present on the screen and no rifle trigger is pulled, i.e., no "action", then path 3 will be selected by program logic. No data comments are generated during early passes around the path 3 loop. Subsequent "action" will cause flags to be set and a return to path 3 may result in a comment of either "NO TARGET" or "YOU FROZE" being sent to the earphones of any erring trainee. Corresponding error data are filled in RAM memory for the identified trainee which will lower his score printed out after the session ends.

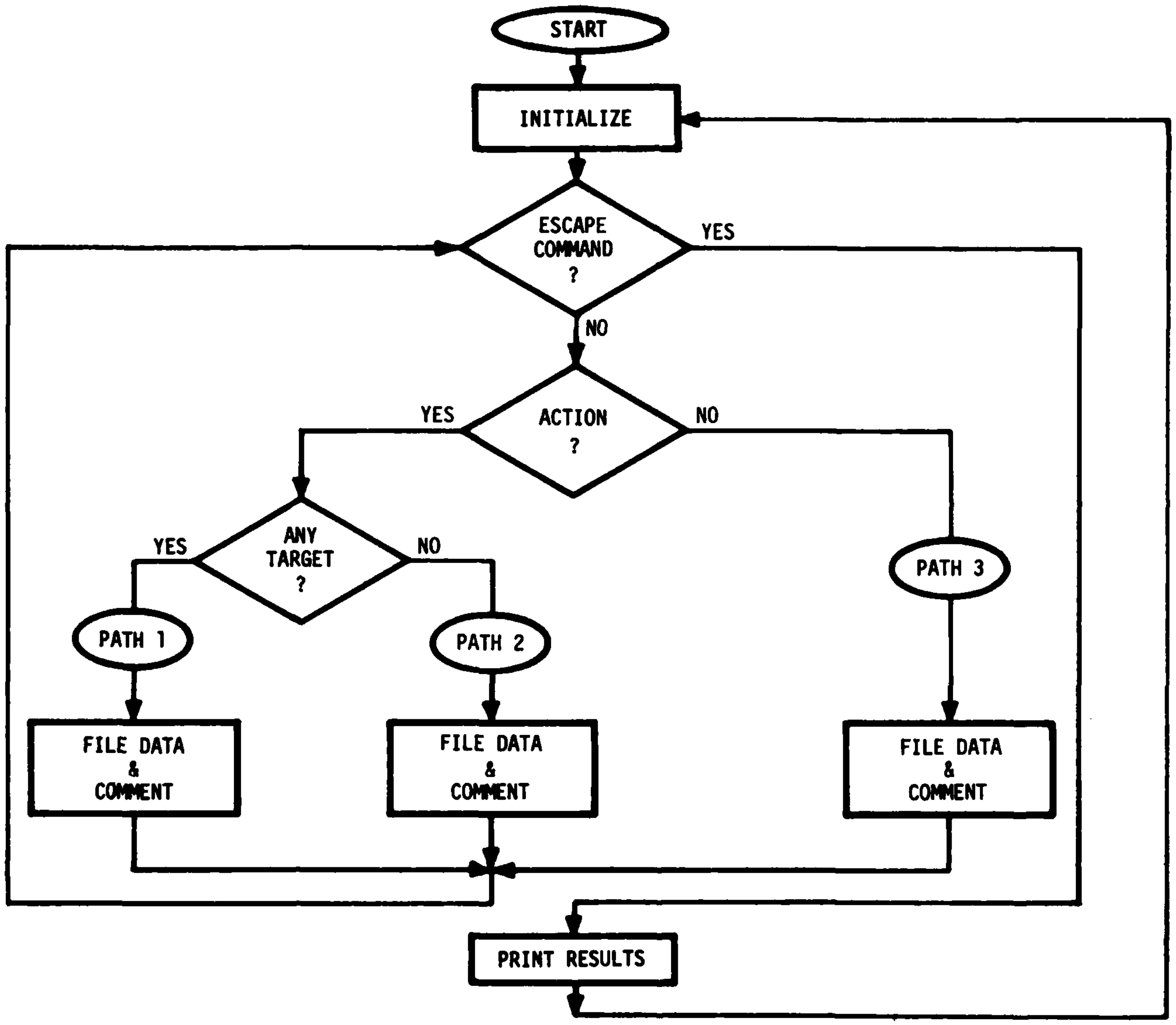


Figure III-41. 8080 Program Strategy

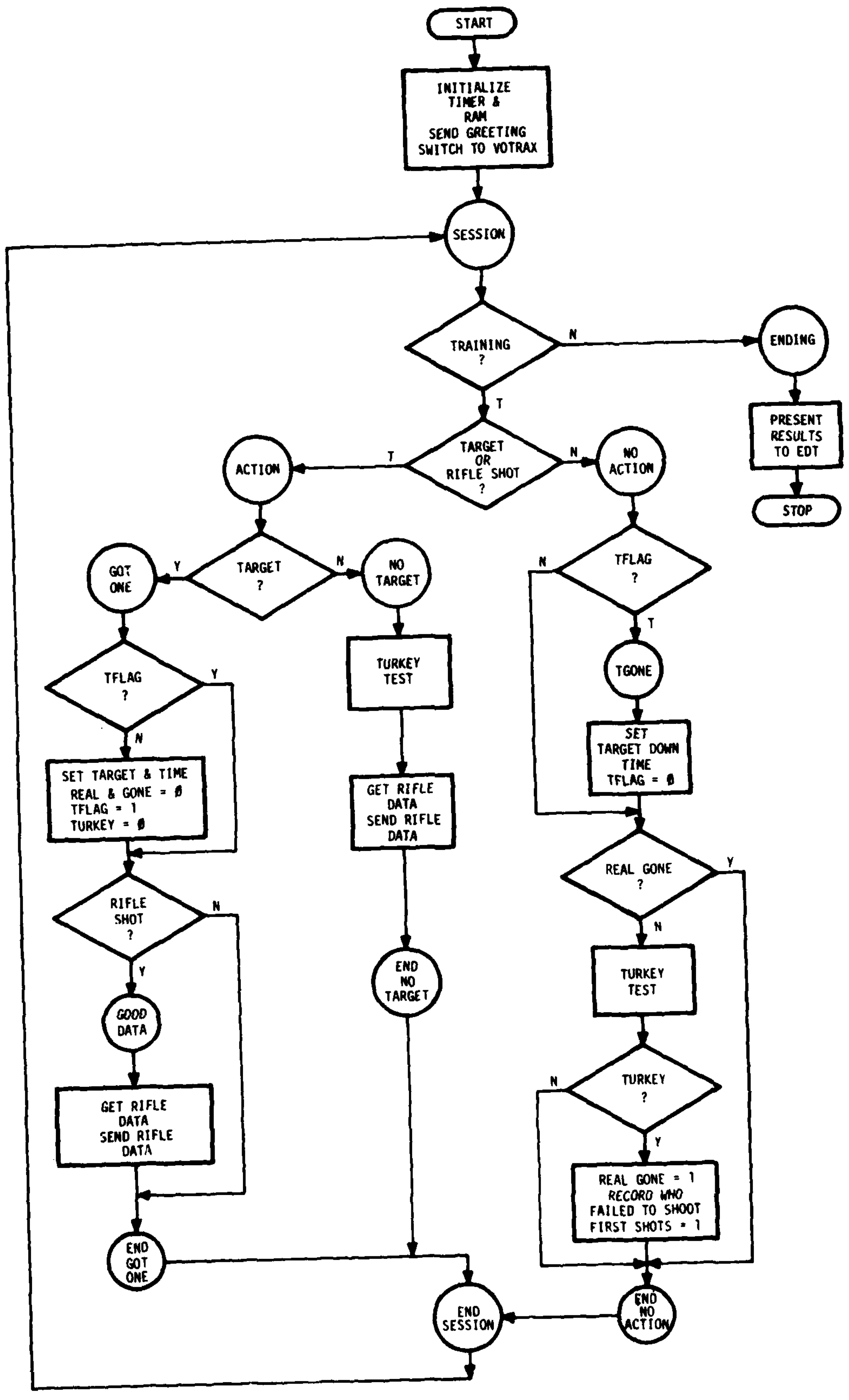


Figure III-42. Program Flowchart

"ACTION" is true after a target becomes available and/or a rifle is "FIRED". The session loop will now pass through either path 1 or 2 as dictated by program logic. This logic also determines the proper data to be filed and comment to be sent to the trainee's earphones. For example, if the target disappears but the trainee persists in shooting for more than one second, then a "NO TARGET" comment will be sent to the rifleman, and a negative score is placed in his data file.

Operation remains locked in the session loop until an escape is signaled by the squad leader's pushing the start/print button. This causes a system interrupt and control passes to "PRINT RESULTS" which produces output as shown on Figure III-41. The program then returns to the "INITIALIZE" block and data records are initialized in preparation for the next training session.

4. SCORE DISPLAY AND WORST PERFORMANCE

The final score for each trainee is calculated by adding the following items:

100 x (Hits per shot)
60 x (Near misses per shot)

30 if average reaction time = 0.5 seconds, or less, or

20 if average reaction time > 0.5 but ≤ 0.9 seconds, or
10 if average reaction time > 0.9 but ≤ 1.3 seconds, or
0 if average reaction time > 1.3 seconds.

-2 x (Number of targets ignored)

When the light emitting diode or "LED" is lit under a trainee's CRT column, he is the "WORST SHOOTER" inasmuch as he has the highest total of these items:

- Misses
- Shots with no target present
- Targets ignored - PP the worst shooter is recomputed each time a target is not present on the screen.

5. SELF CHECK

The SWAT self check has two parts: (1) an SBC 80/20 check, and (2) the interface board (IFB) check. These procedures are described separately.

a. SBC 80/20 CHECK

The 80/20 single board computer checkout requires the insertion of an INTEL SBC 416 ROM extender board on which is located the test program driver and a duplicate of the SWAT version 1.2 program. The duplicate program is contained in five 2708 ROMS. These ROMS are located at addresses through ØCØØØH, see Appendix E.

The 80/20 check verifies proper operation of the SBC memory, I/O ports, timer and USART. A complete check requires about a second. To run the check, the normal 50 pin connectors to "J1" and "J2" of the 80/20 must be removed and replaced with a special test strap which connects input terminals of J1 to output terminals on J2 and vice versa The SBC 416 board must also be inserted into the computer card cage. While not necessary, it may be convenient to remove the interface board to avoid damage to the wire-wrap pins. The SWAT program is started with a reset in the normal way. The first thing that the SWAT program does is to determine if the SBC 416 board is in the card position on the SBC 416. If the SBC 416 is in place, the program finds a "1" located at address ØCØØØH. If it is not in this location, no transfer acknowledge signal will be returned. After a millisecond, therefore, the attempt is aborted and a "ØØ" is read into the 8080's accumulator. The ØØ occurs due to the 1K pullups on the inputs of inverting line drivers. With a 1 found at ØCØØH, the test program is conducted, while if a ØØ is returned, the normal SWAT program starts.

The 80/20 test signals its completion by turning on a "LED" located near the top right corner of the 80/20 barod. If no flashes are noted, the test was completed in a satisfactory manner. If flashes occur, some trouble was uncovered, the nature of which is indicated by the number of quick flashes grouped together. The trouble code is:

1 FLASH	==	RAM FAILURE
2 FLASHES	==	ROM FAILURE
3 FLASHES	==	I/O FAILURE
4 FLASHES	==	TIMER TOO SLOW
5 FLASHES	==	TIMER TOO FAST
6 FLASHES	==	USART FAILURE

A TIMER TOO FAST

6 FLASHES	==	USART FAILURE

A flash group is sent for each failure detected, so it is possible that more than one trouble code may be detected during a single 80/20 test. The test may be terminated only by turning off the power. This should be done, of course, before any physical changes are made to the computer.

b. IFB SELF TEST

To test the interface board, the 80/20 test SBC 416 board may be removed from the card cage and the IFB reinserted. The normal 50 pin rifle input strap connector and the 34 pin strap connector must be removed. A special strap must be connected between the 50 pin rifle test simulator output and the 50 pin rifle input connector.

The CRT and Electronic Data Terminal, EDT, are needed for the test. The VOTRAX unit may optionally be disconnected or left connected.

To conduct the test, the SWAT system is started as usual by a start or reset. When the query "WANT ID YES OR NO?" is presented on the EDT, a control-T for "TEST", should be entered. The system should respond with:

```
RIFLE SIMULATOR
STRAP IN PLACE?
```

If no errors are found, the test requires 18 to 19 seconds to run, and the system responds with:

```
TEST COMPLETE.
```

Hitting any key on the data terminal will result in the standard output being typed out, as shown in the attached listing.

If trouble is detected, the rifle "ID" number will be typed with "F" for failure and a coded diagnostic: RES, INT or DAT.

RES == The rifle did not receive a reset pulse.

INT == The UPI-41 did not receive the data strobe that it originally sent.

DAT == Improper data was received by the UPI-41.

H. FILM ANIMATION

This section describes the process by which a second projection film is produced to enable the electro-optic rifle receiver to sense targets on the movie screen and score the trainee's performance.

A black-and-white animated companion film is prepared for simultaneous syncronized projection on an infrared projector with a full color battle scenario on a second projector. The black-and-white film is animated frame-by-frame to produce a clear target zone surrounded by an opaque field. If more than one target is present then more than one clear target zone is animated within a frame.

Infrared light is projected through the clear target area to produce a target zone for the rifle electro-optic sensors. This infrared target zone is usually animated to directly overlay the visual target being projected by the full color battle scenario but may also be superelevated and/or lead the target as required.

Film animation has been accomplished by inspecting a battle scenario frame-by-frame on a Movieola (a type of laboratory film analyzer). Each frame is inspected for the total number of targets, and target location. Each frame is catalogued and then compared to each other for target range and rate of transverse motion measured. Lead and superelevation calculations are computed from this data for final animation.

Selected target shapes and sizes are prepared for use in the animation process. These shapes have usually been silhouette, oval, and circles. The target shape is realized as an opaque shape on a clear strip of acetate.

The battle scenario is again viewed frame-by-frame in the animation process. The animator locates targets according to the script and overlays on appropriate target size and shape on a rear projection screen. Lead and superelevation corrections are applied if necessary and then the battle scenario is removed while a single frame of the animated film is exposed.

Upon completion the entire animated film is developed using a reversal process. This process causes the opaque target shapes to become transparent and the background to be opaque. The contrast is adjusted for a D* = 2.5 or better. A D* of 2.0 has been used successfully.

Copies are made of this master animated film and both battle scene and the animated films are edge numbered for easy identification and editing. A final coat of laquer is then added to protect the emulsions and extend the life of the films.

The resolution of man targets beyond 300 meters is difficult and is a limitation of the system using standard 16mm film.

No research was done on automating the production of the IR target film. It is our opinion that research in this area could reduce both the time and expense of producing the infrared target film.

SECTION IV

CONCLUSIONS

The SWAT was tested successfully by both the U.S. Army and also by the U.S. Marine Corps but under the name UIWT (Universal Infantry Weapon Trainer). The two systems are virtually identical except for the number of trainee firing positions, the SWAT having five while the UIWT consists of four firing positions.

The U.S. Army test was conducted by the U.S. Army Infantry Board (USAIB) for the Directorate of Training Developments, U.S. Army Infantry School (USAIS), Fort Benning, Georgia (See Reference 9). The test was conducted 22 January through 5 March 1980, employing test soldiers from the U.S. Army Marksmanship Unit and TOE units. Testing included use of the SWAT as a vehicle for training riflemen in the technique of engaging moving personnel targets. A comparison of record fire scores, achieved by personnel trained on the SWAT, on the Infantry Remoted Target System, Defense Test Range, and a no-training control group, was conducted to address training potential. Figure IV-1 indicates the results of firers interviews concerning the SWAT weapon and SWAT targets. Some of the major findings were that test soldiers improved their firing performance on three iterations of SWAT firing, but not on three iterations of DTR firing. It is stated that "this test does give some evidence of the SWAT system's potential for training transfer. However, a final estimate of the system's training value cannot be made until a training program is developed which optomizes SWAT performance".

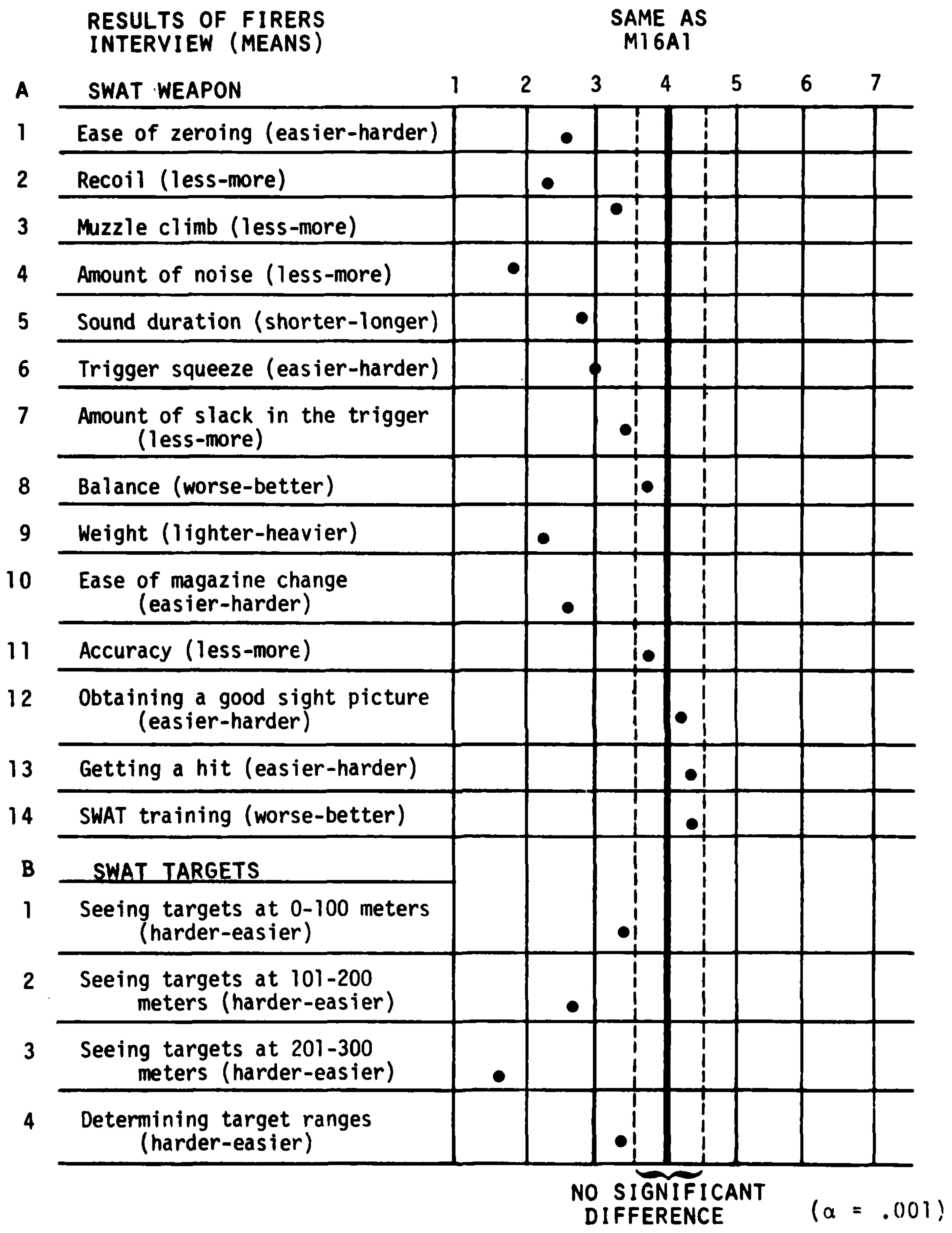
An evaluation of the UIWT's training effectiveness and potential was performed in November 1979 at Camp Lejeune, North Carolina by the U.S. Marine Corps (See Reference 8). The evaluation was conducted by three members of Code N-241, Naval Training Equipment Center. Three different groups of Marines acted as test subjects or provided expert opinion. They are as follows:

(a) 120 enlisted men took part in a quasi-experiment designed to determine the benefits of the UIWT versus a more traditional training method,

(b) Eight highly experienced snipers evaluated the UIWT for its training capabilities. These Marines also serve as marksmanship instructors,

(c) A variety of Gneral, Field and Company grade officers fired the simulator and gave opinions concerning its usefulness.

Generally, the infantrymen were very positive about their experience with the UIWT. They would like to see deployment of the device into actual training situations. An overwhelming number stated that they would rather train in the UIWT than on the pop-up range. The elements of realism and immediate feedback were the main reasons for infantrymen satisfaction with the UIWT.



Note: In all cases the SWAT rifle and targets are being compared to the M16A1 and the DTR range. If there was no difference between them, then a 4 was chosen. The farther away the mean is from 4, the more difference there is between the SWAT and the M16A1.

Figure IV-1. Results of Firers' Interview (Means)

Without exception the officers who fired and observed the UIWT stated that it was a valuable training tool. Some officers went so far as to request that the UIWT prototype remain at Camp Lejeune so that they could start training Marines. A number of officers expressed concern about UIWT maintainability and reliability. They felt that if the UIWT was to be used for large numbers of trainees it would have to have rigid specifications for reliability.

The Marines suggested that there were no special features of the UIWT system (i.e., feedback, recoil, instructor console, infrared monitor, etc.) which should be deleted. All features seemed acceptable and desirable to those who evaluated the system.

The UIWT functioned well throughout the study. Breakdowns and malfunctions occurred on few occasions. This performance record is even more impressive when it is considered that this version of the UIWT is a prototype. The maintainability and reliability of the UIWT, based upon this evaluation, must be considered as good. Future iterations in the production format should only serve to increase these two characteristics.

Despite test limitations, the UIWT evaluation was considered to be successful by those participating in the evaluation. The overwhelming enthusiasm for the training device, exhibited by the Marine personnel who fired it and observed it, gave evidence of its potential usefulness.

The evaluation of the UIWT at Camp Lejeune produced postion findings. Every characteristic of the UIWT met with approval. An evaluation of trial scores on the UIWT provided empirical evidence of the UIWT's effectiveness.

No formalized Program of Instruction (POI) exists for team firing training. Consequently, none was administered with the UIWT evaluation. This area of training should be given consideration in the future. Presently the instructor merely gives informal directions on how a fire team should function. The same informal procedure is followed for marksmanship instruction. Observation of the UIWT evaluation identified a number of factors which should be formally addressed in instruction for team fire.

(a) How large is a fire sector?

(b) Enemy tactics (i.e., Warsaw Pact, Vietnamese)

(c) Ammunition rationing

(d) Change in fire team tactics if a member is made inoperable (i.e., gun jams or casualty)

There is presently no training which accomplishes the objectives that the UIWT addresses (e.g., fire team training, on board ship practice and training, and providing realistic combat scenarios which require application of proper aiming techniques). Since the Marine Corps deems these objectives to be important, it is recommended that the UIWT effort be funded and prepartion be made for contractor production of the system.

In addition, development of the UIWT's capability to simulate other infantry weapons such as the TOW, DRAGON, motars, etc., should continue. Also, any formalized instruction should include techniques for firing at moving targets (including leading, firing into brush cover, and firing through smoke). It is possible for an instructor to forget to cover many of these important points when it is presented in an informal manner.

The UIWT has a counter which allows the number of rounds fired during a session to be accurately assessed. This counter showed that over 40,000 electronic rounds were used for the evaluation. Presently, costs for live M-16 ammunition are approximately nine cents per round. At this rate, the UIWT accomplished an ammunition cost savings of nearly $4,000. This dollar figure if applied to a year's worth of training, would be a significant savings. At this rate the UIWT would pay for itself in a year. If the transportation fuel costs were added to the ammunition cost the savings would be even more impressive.

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3. McCracken, D. D., "A Guide to P./M Programming For Microcomputer Applications," Addison-Wesley Publishing Company, Reading, Mass, 1978.

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8. Universal Infantry Weapons Trainer Evaluation, Report No. N-2411P11-A/2-79, N-241 Instructional Concepts Development Branch.

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APPENDIX A

FUNCTIONAL DESCRIPTION OF CONSOLE SWITCHES

Figure A-1 displays the Instructor's Console. The right side display screen presents printed columns showing trainees results each time they fire, and indicates by a red light which trainee is doing the poorest. The miniature toggle switches must be in the up (or on) position for any trainee participating in the exercise. The left side display screen presents positions of movie targets and indicates where trainee is aiming and where his round has been fired in relation to where the target appeared.

On the main, center panel, the instructor operated switches are arranged and labeled in groups by function. They are:

1. Main power (single switch)
2. Microcomputer (three switches)
3. Computer Voice (two switches)
4. Projector (two switches)
5. Motor (three position rotary switch)
6. Boresite (single switch)
7. Recoil (single switch)
8. Score display (single switch)
9. Audio Communications (eleven switches)
10. Weapon motion system (eleven switches)

The operation of these switches follows:

MAIN POWER - Applies the ac power to entire console.

MICROCOMPUTER - "On" applies operating voltages to computer.

"Reset" clears all previous data from computer and asks if individual identification of each trainee is required. If none is required, depress any key except Y (For "yes"). Computer will signify system is ready by printing out "let's start".

"Start print" starts the hard copy printout process printing trainees results and analysis.

If individual scoring identification is required, depress the letter Y on typewriter. Computer will ask you for today's date, session number and to enter in name of first trainee, then instruct you to identify the others in same manner. NOTE: Names of trainees must be limited to those containing no more than six letters.

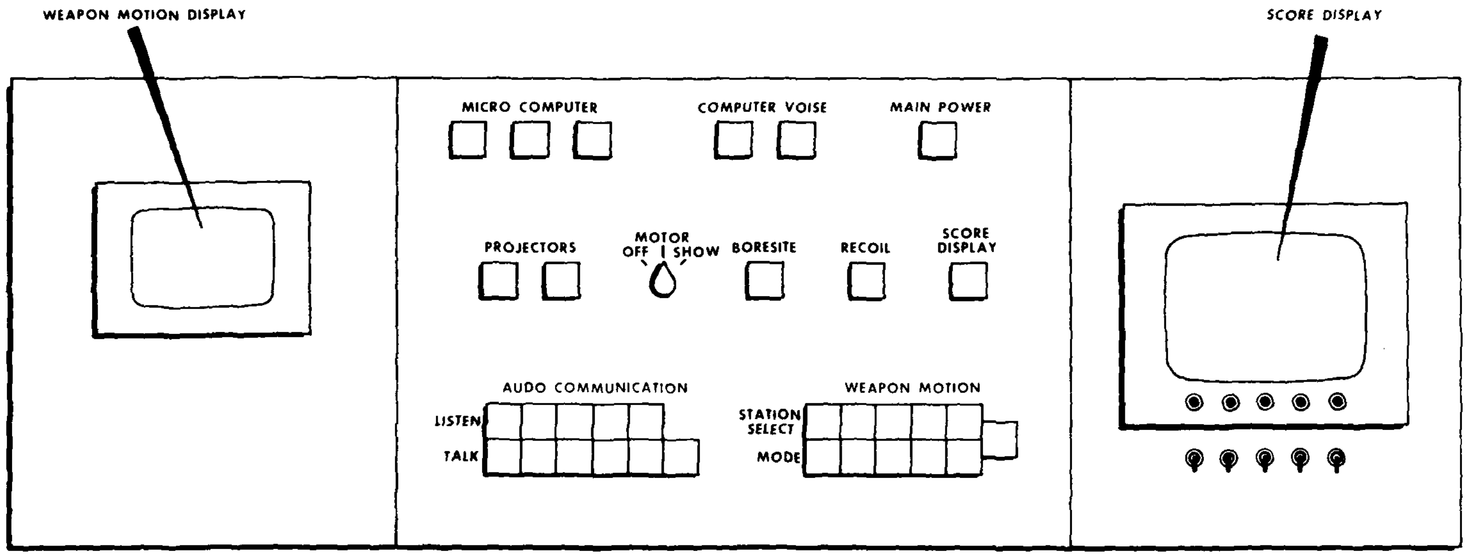

Figure A-1. Instructor's Console - Front Panel Control Locations

COMPUTER VOICE - Permits instructor to activate the computer voice carried to trainee headphones. The voice reset button should be pushed whenever the computer voice is turned on.

PROJECTORS - "Locked-Unlocked" switch either locks or unlocks synchronous motors of IR and visual projectors together so that target frame and visual frame coincide, or permits instructor to operate projectors independently during alignment. For normal operation the switch should remain locked.

"Start Movie" physically starts the movie if motor switch is not in off position.

MOTOR - This three position rotary switch performs the function of applying ac power first to projector motor and then to projector lamps (this procedure is conventional in all movie projectors to conserve lamp life).

BORESIGHT - This switch allows instructor to override the "target present" signal delivered to computer by the projector, so that trainees can fire at the target box instead of the movie screen. When lower half of this switch is illuminated the system is in normal (movie screen) position.

RECOIL - This switch gives instructor the option to conduct exercise with or without rifle recoil.

SCORE DISPLAY - This switch clears the right side screen display.

AUDIO COMMUNICATIONS - This bank of eleven switches permits the instructor to listen in on the headphone of any trainee, and talk to any one or all trainees.

WEAPON ACTION SYSTEM - This bank of eleven switches allows the instructor to view, on the left side display screen, exactly where any, or all, trainees are aiming and firing in relation to where targets appeared on movie screen. The upper bank of switches selects the trainee to be observed. The lower bank of switches either energizes a trainee's laser continually or only when he had fired his rifle. These switches supply operating power to the laser attached to each rifle, and must be held pushed in for the laser to operate.

APPENDIX B

TEST EQUIPMENT

1. LASER CHECKER

The laser checker test box, Figure B-1, allows instructor to make a go-on-go check of the SWAT tracking laser which is attached to the simulated rifle. Referring to the schematic, Q1 is a silicon photodiode which responds to IR energy from the rifle laser. When the rifle trigger is pulled, with the laser positioned a few inches from the detector, Q1 detects the infra red pulse, and delivers an output signal to Q2.

Q2 is a high gain amplifier whose output is a sharply rising positive pulse that provides the gating signal required to turn on silicon controlled rectifier Q3, placing its anode at ground potential, and allowing capacitor C3 to begin charging up toward Vcc through resistor R5, and energizes the Sonalert alarm producing an audio tone of approximately 2 KHz.

Q4 is a unijunction transistor oscillator which is enabled whenever capacitor C3 is returned to ground. As capacitor C3 starts to charge toward Vcc it produces an exponentially rising DC voltage at the emitter junction of Q4. When this voltage reaches the breakdown point for this particular unijunction, Q4, conducts heavily, shorting emitter to ground thereby allowing the charge on C3 to dissipate, lifting the anode of Q3 off of ground which turns off the SCR, disabling the audio alarm, and the entire circuit is again ready for recycling.

Power for the laser checker is externally provided via binding posts. Any battery voltage from six to thirty volts may be used. The audio alarm sound level varies with battery voltage. Fifteen volts provides more than adequate sound level for an average room.

2. RIFLE CHECKER

By using an ordinary penlite flashlight as a source of light energy, and directing the light into the lens of the rifle receiver, the rifle checker test box allows the instructor to confirm that the four quadrant detector in the rifle is functioning, the "Full Clip" feature of the SWAT system is operating correctly, that the rifle mode select switch, and rifle trigger switch, are also functioning properly. In addition, the SWAT laser can be tested using the laser checker in conjunction with the rifle checker.

Detector Test: Referring to the schematic of the rifle checker, Figure B-2, connections to the rifle are made via a T&B connector identical to that with the SWAT system. Connector pin numbers are identified on the schematic. IC1 is a quad comparator which establishes the signal strength reference level of the IR energy received. Each of the four comparators parameters are identical. The desired reference level is established on the non-inverting inputs of IC1. The rifle detector outputs appear as signal at the inverting inputs

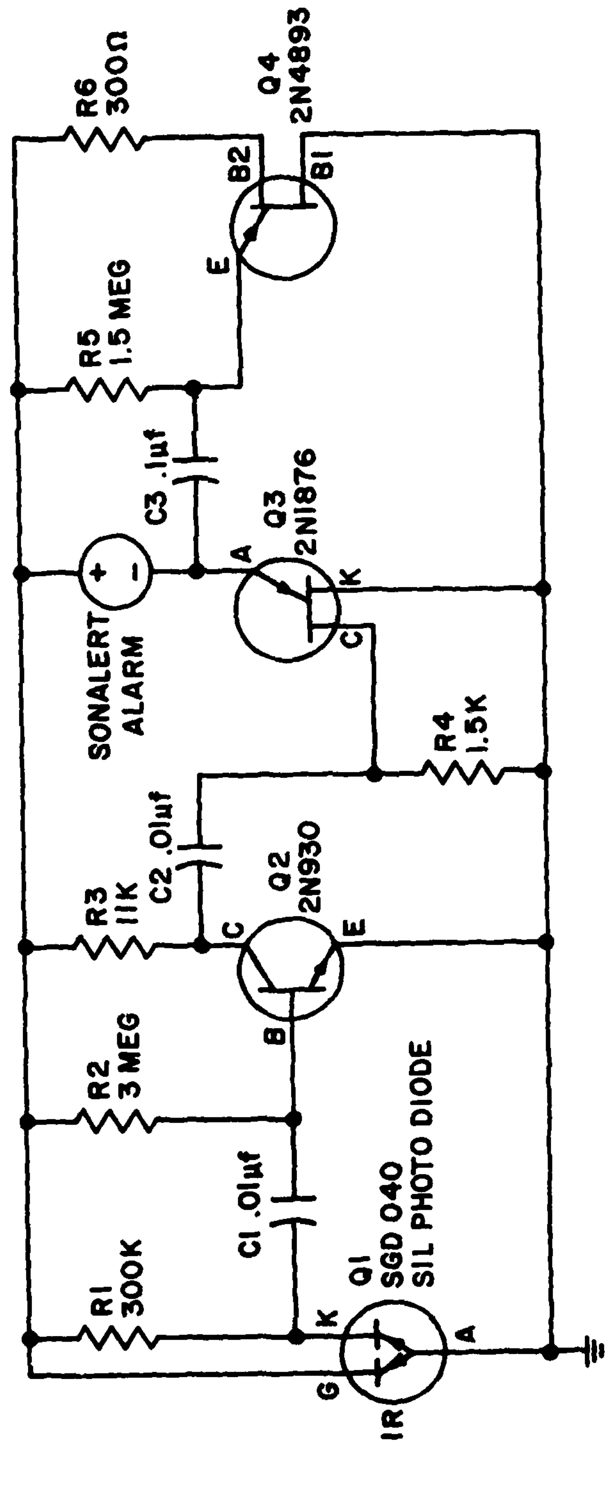

Figure B-1. Laser Defector Box

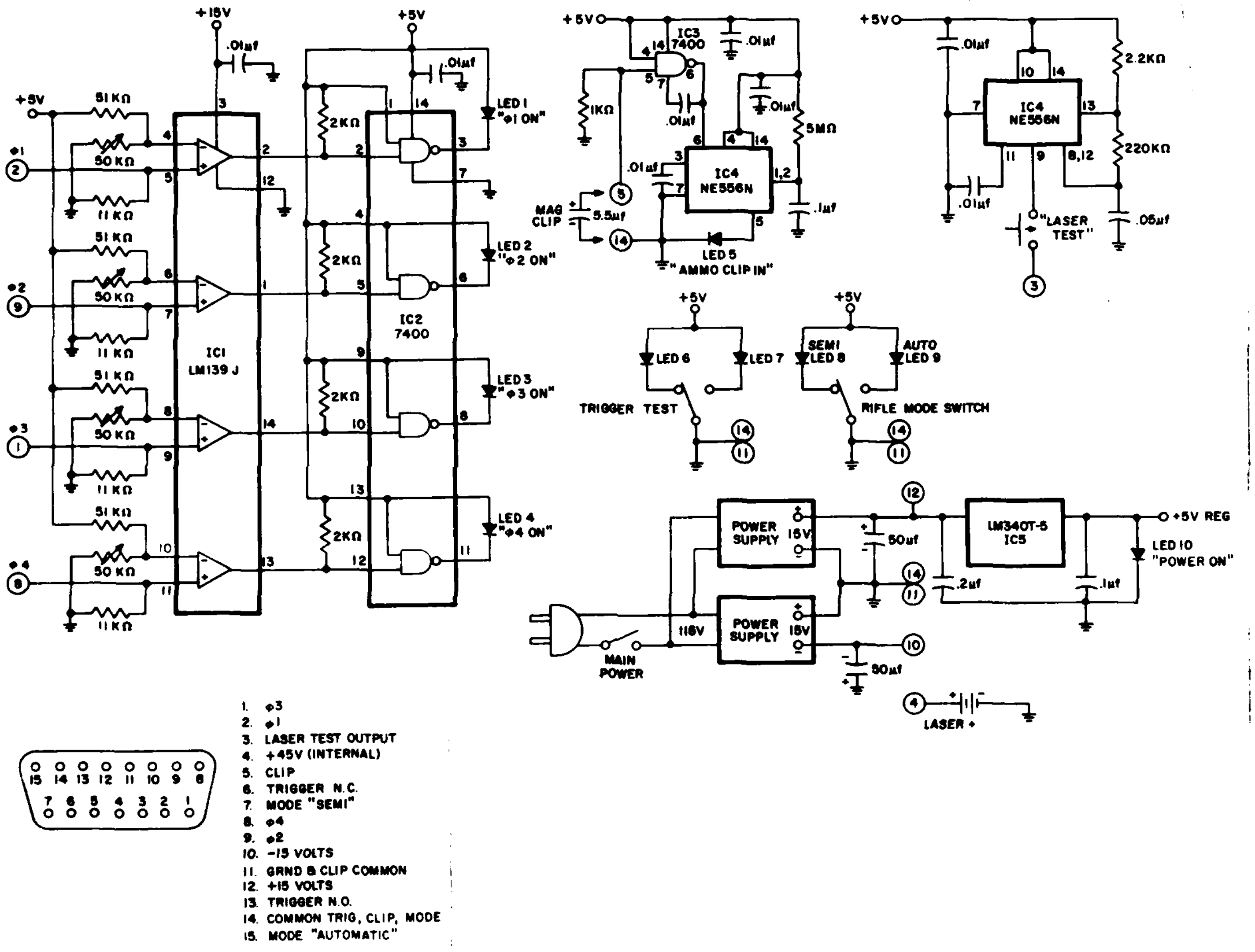

Figure B-2. Rifle Checker

of IC1. When this input signal is of an amplitude equal to the reference level established via the variable resistor, the outputs of IC1 rise to a logical "HIGH". This output "HIGH" signal appears on one input to IC2 which is a quad NAND gate. Since the remaining NAND inputs are permanently "HIGH", IC2 produces a logical "LOW" at its ouput, providing a path to ground for that particular LED, allowing it to light up, indicating that the SWAT rifle detector is operational. By pointing the flashlight beam into the rifle receiver lens and moving it about, it is possible to observe that all four quadrants of SWAT's rifle detector are indeed functioning.

Ammo Magazine Test: One half of IC4 is a timer arranged to produce one pulse of approximately five second duration whenever it receives an input, thereby testing the "full ammo magazine" feature of SWAT. A "full magazine" is simulated by one whose internally-mounted capacitor has been charged. A separate, partitioned-holding/charging tray which accomodates up to 30 magazines is provided with the instructor's console. In future modifications, this holding/charging tray can be incorporated into the console. Referring to the schematic, when a (charged capacitor) full magazine is inserted in the rifle, the capacitor discharges into one gate of IC3, a NAND, providing a negative going signal as input to timer IC4. When IC4 turns on its output goes "HIGH" allowing LED 5 to light for approximately five seconds. If an "empty magazine (i.e. one which has expended its full thirty rounds) is inserted into the SWAT rifle, it cannot energize the circuit and LED 5 will not illuminate.

Laser Test: This test is performed by one half of IC4. The circuit is a free-running oscillator delivering sharp positive pulses of approximately one microsecond duration at a PRR of 5 KHz. This output is directly connected to the laser input via the normal connecting cable. When the "laser test" button on the rifle checker box is depressed, the output of oscillator IC4 is allowed to trigger the laser, and the laser will emit IR energy.

By setting up the laser checker* box several inches from the laser, an audio alarm tone indicates correct operation of the laser each time the test button is depressed. *Circuit operation is described in Paragraph 1 of this Appendix B.

Rifle Trigger and Mode Switch Test: Correct physical functioning of the SWAT rifle trigger is verified by observing the test lights LED 6 and LED 7. LED 6 will normally be on. When the rifle trigger is pulled LED 6 goes off for a fraction of time, LED 7 comes on during that instant, and as the trigger is pulled all the way LED 6 comes back on and remains on.

Rifle Mode Switch Test: The SWAT rifle mode select switch is tested by observing the operation of LED 8 and LED 9. In the semi-automatic mode, LED 8 is on and in the automatic mode LED 9 is on.

An internal dual fifteen volt power supply provides operating voltages for the SWAT as well as for the pre-amp receiver in the SWAT rifle. A single miniature dry cell forty-five volt battery within the test box supplies operating power for the SWAT laser.

3. RIFLE SUBSTITUTION BOX

Using the rifle substitution box, it is possible to simulate the operation of a SWAT rifle on the instructor's console. It can simulate a rifle being fired either in automatic or semi-automatic mode, and can simulate the target information normally received by the rifle's quadrant detector from the projected movie image.

The rifle substitution box is connected to the instructor's console via a T&B connector identical to that on a SWAT rifle. Power for the test box is derived from the console. Operation of the trigger switch and the mode switch are obvious. Capacitor C1 simulates the capacitor which is internally mounted inside of each magazine. It remains in the charged state via switch SW4 as long as the test box power switch is in the "on" position. When the counting circuit in the SWAT electronics indicates to the computer that thirty rounds have been expended by allowing no more shots, the insertion of a new magazine is simulated by momentarily engaging switch SW1.

Target information is simulated by the status of four switches, SW5, SW6, SW7, and SW8. IC1 is a free-running oscillator delivering a square wave at a PRR of 96 Hz (which is the rate at which the projected IR Target energy is chopped). The output of the oscillator is delivered to the console via switches SW5 through 8 as simulated rifle detector signals.

Referring to the schematic, Figure B-3, the adopted convention for the four quadrant rifle detector is shown. Switches may be independently thrown to either ground (low) or to the 96 Hz positive pulse output of IC1, constituting either a true or a false logic signal to the SWAT console. Any one of ten possible combinations of hit or near misses can be duplicated by these four switches. For example: Switches SW3, SW4 "Low" and switches SW1, SW2 "High" will be recorded by the computer as a "low right" signal from the simulated rifle. Similarly, SW1, SW4, SW2 "High" and SW3 "Low" would simulate a SWAT rifle detector condition where IR energy is centered on those quadrants. This information would be interpreted by the computer as a trainee having fired "Low" at the target.

4. BORESIGHT BOX

The boresight box, Figure B-4, allows the instructor to initially check the closeness of SWAT rifle boresight alignment. A free running oscillator IC1 with a PRR of 96 Hz delivers input pulses to a Darlington amplifier which consists of Q1 and Q2. The Darlington amplifier pulses a high intensity incandescent lamp at 96 Hz. The visible portion of light is filtered out so the rifle is aimed at the black-outlined aiming pip on the box, fires the weapon, receives audio feedback results via his headphones, and adjusts rifle sights for accurate alignment of front and rear sights.

Power for the boresight box is supplied externally via one small, 12 volt rechargeable sealed-gel battery. The boresight box can also be utilized as a marksmanship target. The instructor simply enables the front panel "target present" switch allowing the SWAT console to disregard target information from the movie screen, and instead, to accept target information from the bore-sight box.

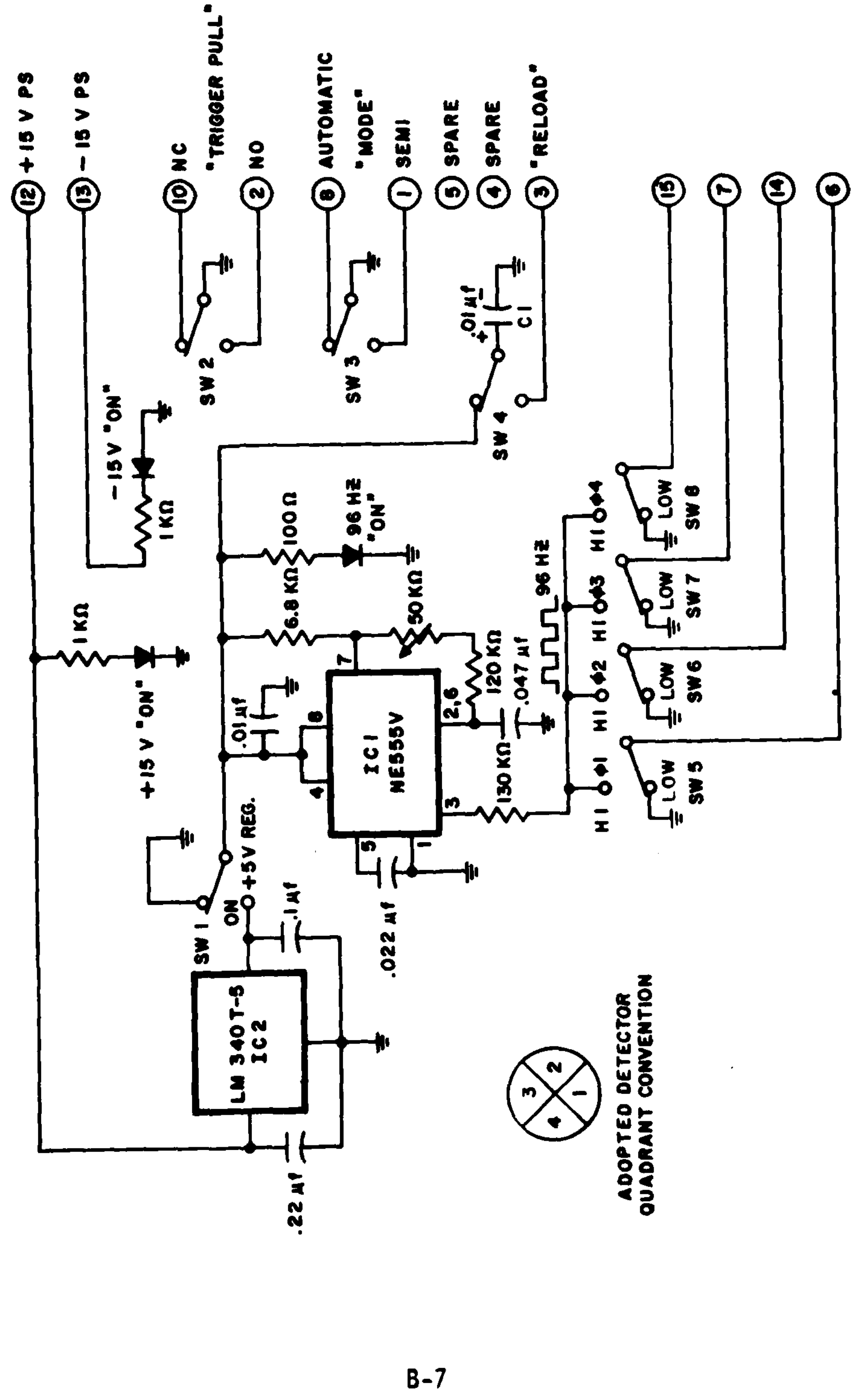

Figure B-3. Rifle Substitution Box

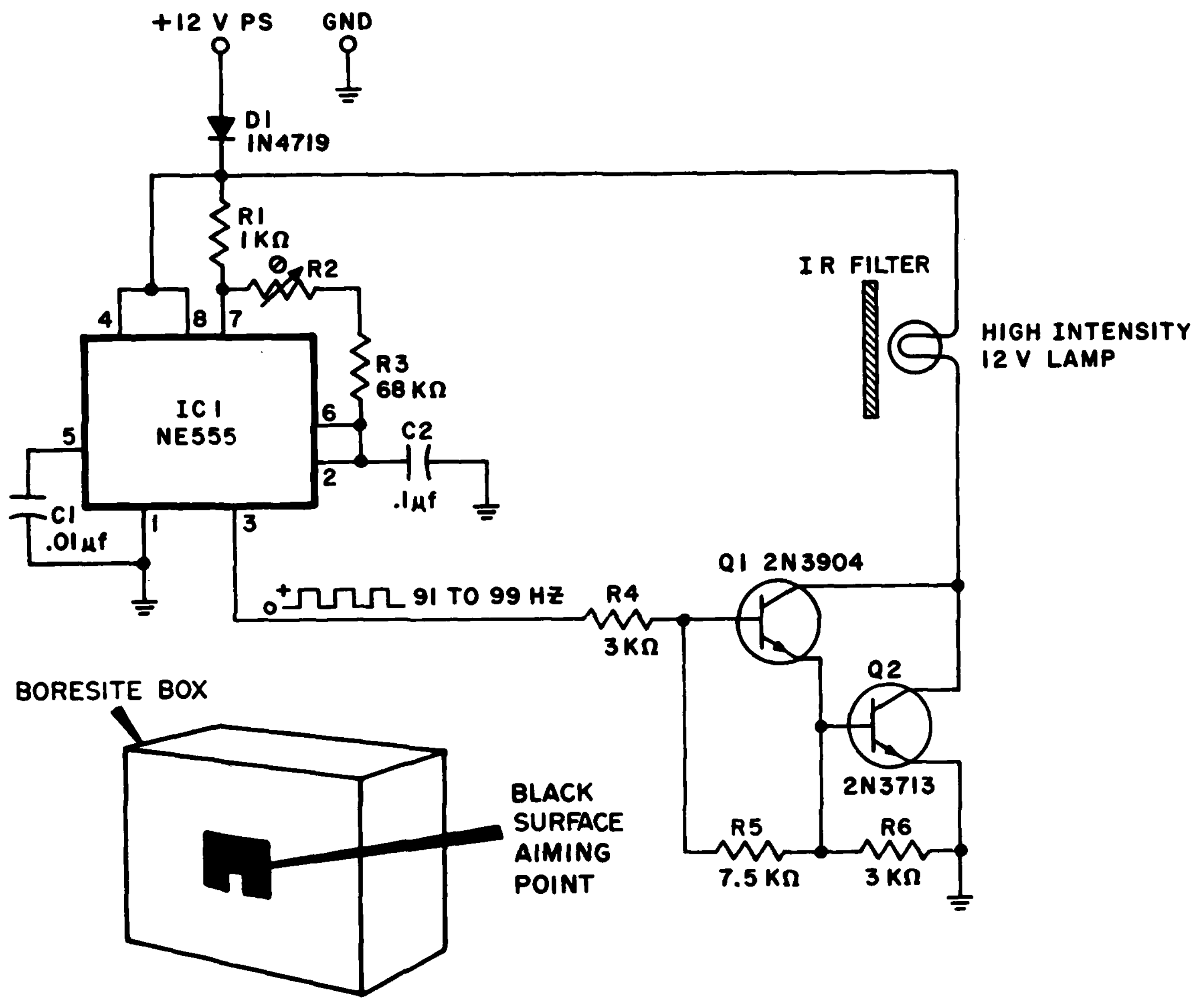

Figure B-4. Boresight Box

```
-LOCATE  F1 UIWT TMP TO  F1 UIWT SYMBOLS LINES MAP PRINT( F1 UIWT PRT)

SYMBOL TABLE OF MODULE UIWT
READ FROM FILE :F1 UIWT TMP
WRITTEN TO FILE  F1 UIWT

VALUE TYPE SYMBOL

      MOD  MAINUIWTMODULE
391FH SYM  MEMORY
0000H SYM  CLEARACCUMULATOR
3800H SYM  TRAINING
3801H SYM  JK
380AH SYM  TRAIN
00BEH SYM  TURKEYTEST
3802H SYM  TARGETDOWNTIME
3804H SYM  TARGETEXPECTED
3805H SYM  TFLAG
3806H SYM  REALGONE
3807H SYM  TURKEY
3808H SYM  TARGETTIME
0004H SYM  TESTEUARDCHECK
000EH SYM  UIWTPROGRAM
000EH SYM  INITIALIZE
0027H SYM  SESSION
003CH SYM  ACTION
0043H SYM  GOTONE
004AH SYM  NEWONE
0064H SYM  GOODDATA
006AH SYM  NOTARGET
0073H SYM  NOACTION
007AH SYM  TGONE
008CH SYM  WAITONE
0096H SYM  RECORDGONE
00AFH SYM  ENDING
00BEH LIN     41
00BEH LIN     42
00CAH LIN     43
00D9H LIN     44
00EBH LIN     45
00F6H LIN     46
00FEH LIN     47
0103H LIN     48
0001H LIN     55
0004H LIN     56
000BH LIN     57
000EH LIN     59
000EH LIN     60
0011H LIN     61
0014H LIN     62
0017H LIN     63
001AH LIN     64
001DH LIN     65
0027H LIN     66
002EH LIN     67
003CH LIN     68
003CH LIN     69
0043H LIN     70
004[illegible]H LIN     71
004AH LIN     72
004AH LIN     73
00[illegible]H LIN     74
00[illegible]H LIN     75
0058H LIN     76
00[illegible]H LIN     77
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005DH LIN     78
0064H LIN     79
0067H LIN     80
006AH LIN     81
006AH LIN     82
006DH LIN     83
0070H LIN     84
0070H LIN     85
0073H LIN     86
0073H LIN     87
007AH LIN     88
007AH LIN     89
0080H LIN     90
0085H LIN     91
0085H LIN     92
008CH LIN     93
008CH LIN     94
008FH LIN     95
0096H LIN     96
0096H LIN     97
009BH LIN     98
009EH LIN     99
00A9H LIN    100
00ACH LIN    101
00ACH LIN    102
00ACH LIN    103
00ACH LIN    104
00AFH LIN    105
00B2H LIN    106
00B5H LIN    107
00B9H LIN    108
00BCH LIN    109
      MOD  STARTUPMODULE
391FH SYM  MEMORY
13FCH SYM  INTERRUPTCALL
380AH SYM  HISTORY
380FH SYM  NAME
383CH SYM  DATE
3848H SYM  IDNUMBER
0104H SYM  WHEN
0114H SYM  UIWTID
0129H SYM  IDENT
013CH SYM  QUERY
0152H SYM  TRAINEES
016CH SYM  ONRIFLE
384FH SYM  X
3850H SYM  I
3851H SYM  J
3852H SYM  K
3853H SYM  JK
3854H SYM  IDFLAG
0176H SYM  PORTSET
017FH SYM  SETDATA
3855H SYM  POINTER
3857H SYM  LENGTH
3858H SYM  VALUE
3859H SYM  FINAL
0199H SYM  LOOP
01B7H SYM  SIMULATERIFLES
385BH SYM  RUNTYPE
01BFH SYM  STARTUP
024CH SYM  SETINT
02A2H SYM  GETID
02A7H SYM  CLRDATE
02C2H SYM  GETDATE
037BH SYM  GETIDNUMBER
```

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[illegible]
03C7H SYM   ONENAME
0176H LIN      22
0176H LIN      23
017AH LIN      24
017EH LIN      25
017FH LIN      29
018CH LIN      31
0199H LIN      32
01A5H LIN      33
01ACH LIN      34
01B3H LIN      35
01B6H LIN      36
01B7H LIN      41
01B7H LIN      42
01BBH LIN      43
01BEH LIN      44
01BFH LIN      46
01BFH LIN      47
01CAH LIN      48
01D5H LIN      49
01E0H LIN      50
01EBH LIN      51
01F6H LIN      52
01FBH LIN      53
0200H LIN      54
0205H LIN      55
020AH LIN      56
020FH LIN      57
0214H LIN      58
0217H LIN      59
021BH LIN      60
021FH LIN      61
0223H LIN      62
0231H LIN      63
0239H LIN      64
023DH LIN      65
0241H LIN      66
0248H LIN      67
0249H LIN      68
024CH LIN      69
0250H LIN      70
0254H LIN      71
0258H LIN      72
025DH LIN      73
0262H LIN      74
0267H LIN      75
026DH LIN      76
0272H LIN      77
0278H LIN      79
027EH LIN      80
0284H LIN      81
028BH LIN      82
0290H LIN      83
0295H LIN      84
029AH LIN      85
02A2H LIN      86
02A2H LIN      87
02A7H LIN      88
02B2H LIN      89
02B8H LIN      90
02BDH LIN      91
02C2H LIN      92
02D0H LIN      93
02D6H LIN      94
02DFH LIN      95
```

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02E3H LIN    96
02EAH LIN    97
02F7H LIN    98
02FEH LIN    99
0303H LIN   100
0308H LIN   101
030DH LIN   102
0318H LIN   103
031EH LIN   104
0323H LIN   105
0326H LIN   106
032BH LIN   107
0339H LIN   108
033FH LIN   109
0347H LIN   110
034CH LIN   111
0353H LIN   112
0360H LIN   113
0367H LIN   114
036CH LIN   115
0371H LIN   116
0376H LIN   117
0381H LIN   118
0387H LIN   119
0395H LIN   120
039BH LIN   121
03A4H LIN   122
03A9H LIN   123
03AEH LIN   124
03B3H LIN   125
03B6H LIN   126
03C7H LIN   127
03D5H LIN   128
03DBH LIN   129
03E3H LIN   130
03E8H LIN   131
0403H LIN   132
040AH LIN   133
0411H LIN   134
0416H LIN   135
042BH LIN   136
0430H LIN   137
0437H LIN   138
0437H LIN   139
043FH LIN   140
0442H LIN   141
      MOD  TIMERMODULE
391FH SYM  MEMORY
385CH SYM  LSTIMEBYTE
385DH SYM  MSTIMEBYTE
385EH SYM  TIME
385EH SYM  LOWTIMEBYTE
385FH SYM  HIGHTIMEBYTE
0443H SYM  TIMERSTART
045CH SYM  TTYTIMER
0469H SYM  VOTRAXTIMER
0476H SYM  CLOCKREAD
0443H LIN     8
0443H LIN     9
0447H LIN    10
044BH LIN    11
044FH LIN    12
0453H LIN    13
0457H LIN    14
045BH LIN    15
045CH LIN    16
```

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045CH LIN     17
0460H LIN     18
0464H LIN     19
0468H LIN     20
0469H LIN     21
0469H LIN     22
046DH LIN     23
0471H LIN     24
0475H LIN     25
0476H LIN     26
0476H LIN     27
047AH LIN     28
047FH LIN     29
0484H LIN     30
0488H LIN     31
      MOD  RIFLEDATAMODULE
391FH SYM  MEMORY
3860H SYM  MESSAGE
0498H SYM  SCORIT
3861H SYM  SHOTLOCATION
3862H SYM  FILE
0488H SYM  DECODE
3863H SYM  FIRSTSHOT
3868H SYM  SCORE
3868H SYM  ADDER
38A9H SYM  SPEED
38B8H SYM  TOTALTIME
38BAH SYM  DELTATIME
38BCH SYM  FILE
38BDH SYM  RIFLE
38BEH SYM  FPTR
38BFH SYM  SHOTFLAG
38C0H SYM  RIFLEID
04B7H SYM  UPISTROBE
04C0H SYM  TARGETAVAILABLE
38C1H SYM  TARGET
04C6H SYM  RIFLESHOT
04CCH SYM  GETRIFLEDATA
38C2H SYM  SHOTDATA
04CCH SYM  UNRESOLVED
04DAH SYM  WHOSHOT
0521H SYM  HOWQUICK
05D4H SYM  OKDATA
05FDH SYM  VOTRAXMESSAGES
068CH SYM  TURKEYDATA
06F2H SYM  WHOFAILEDTOSHOOT
076AH SYM  SHOWWORST
38C3H SYM  BADWORD
38C4H SYM  BADNEWS
076AH SYM. HOWBAD
07D1H SYM  HUNTWORST
0498H LIN       6
049EH LIN       8
04B6H LIN       9
04B7H LIN      31
04B7H LIN      32
04BBH LIN      33
04BFH LIN      34
04C0H LIN      35
04C0H LIN      37
04C5H LIN      38
04C6H LIN      39
04C6H LIN      40
04C6H LIN      41
04CBH LIN      42
04CFH LIN      43
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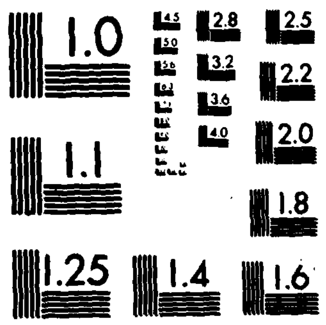

MICROCOPY RESOLUTION TEST CHART
NATIONAL BUREAU OF STANDARDS-1963-A

```
04CCH LIN     45
04CCH LIN     46
04D5H LIN     47
04DAH LIN     48
04E1H LIN     49
04F3H LIN     50
04F6H LIN     51
0500H LIN     52
0503H LIN     53
050CH LIN     54
0513H LIN     56
0521H LIN     57
0521H LIN     58
052DH LIN     59
053CH LIN     60
054EH LIN     61
056DH LIN     62
057DH LIN     63
0588H LIN     64
0588H LIN     65
0588H LIN     66
0593H LIN     67
059BH LIN     68
059FH LIN     69
05A4H LIN     70
05A8H LIN     71
05B2H LIN     72
05B6H LIN     73
05BAH LIN     74
05BFH LIN     75
05C8H LIN     76
05D4H LIN     77
05D4H LIN     78
05EEH LIN     79
05FAH LIN     80
05FDH LIN     81
060DH LIN     82
0615H LIN     83
061DH LIN     84
0625H LIN     85
0625H LIN     86
062AH LIN     87
062FH LIN     88
0632H LIN     89
063AH LIN     90
063AH LIN     91
063FH LIN     92
0644H LIN     93
0647H LIN     94
064FH LIN     95
064FH LIN     96
0654H LIN     97
0659H LIN     98
065CH LIN     99
0664H LIN    100
0664H LIN    101
0669H LIN    102
066EH LIN    103
0671H LIN    104
0685H LIN    105
0685H LIN    106
068CH LIN    108
06A0H LIN    109
06AAH LIN    110
06ADH LIN    111
06B2H LIN    112
```

```
06B[illegible]H LIN   112
06B7H LIN    114
06C7H LIN    116
06D7H LIN    117
06E1H LIN    118
06E4H LIN    119
06E9H LIN    120
06E9H LIN    121
06EEH LIN    122
06F1H LIN    123
06F2H LIN    124
06F2H LIN    125
0700H LIN    126
070AH LIN    127
0719H LIN    129
072DH LIN    130
0737H LIN    131
073AH LIN    132
073FH LIN    133
0748H LIN    134
074DH LIN    135
0752H LIN    136
0757H LIN    137
0757H LIN    138
075EH LIN    139
0769H LIN    140
076AH LIN    141
076AH LIN    144
0778H LIN    145
0783H LIN    146
0798H LIN    147
07C0H LIN    148
07C7H LIN    149
07CCH LIN    150
07D1H LIN    151
07DFH LIN    152
07F8H LIN    153
0808H LIN    154
0821H LIN    156
0829H LIN    157
0832H LIN    158
0832H LIN    159
0839H LIN    160
083EH LIN    161
      MOD   CONSOLEMODULE
391FH SYM   MEMORY
083FH SYM   HELLO
38C9H SYM   I
38CAH SYM   Y
38CBH SYM   GOS
0851H SYM   TTYSET
0869H SYM   TTYRES
0871H SYM   VOTRAXSET
087AH SYM   VOTRES
0891H SYM   CIN
0891H SYM   RXRDY
08A1H SYM   TXRDY
08AFH SYM   COUT
38CCH SYM   ITEM
08C2H SYM   BITDUMP
08C8H SYM   PRNTNUM
0912H SYM   PRINT
38CDH SYM   POINTER
38CFH SYM   FINAL
0925H SYM   LOOP
0943H SYM   GREETING
```

```
[illegible] LIN      9
0851H LIN     10
0855H LIN     11
0859H LIN     12
085DH LIN     13
0860H LIN     14
0864H LIN     15
0868H LIN     16
0869H LIN     17
0869H LIN     18
086DH LIN     19
0870H LIN     20
0871H LIN     21
0871H LIN     22
0875H LIN     23
0879H LIN     24
087AH LIN     25
087AH LIN     26
087EH LIN     27
0882H LIN     28
0886H LIN     29
088AH LIN     30
088DH LIN     31
0890H LIN     32
0891H LIN     33
0891H LIN     34
0899H LIN     35
089CH LIN     36
08A1H LIN     37
08A1H LIN     38
08A1H LIN     39
08ABH LIN     40
08AEH LIN     41
08AFH LIN     42
08B3H LIN     44
08B9H LIN     45
08BCH LIN     46
08C1H LIN     47
08C2H LIN     48
08C2H LIN     49
08C7H LIN     50
08C8H LIN     51
08C8H LIN     52
08CDH LIN     53
08DBH LIN     54
08EDH LIN     55
08F2H LIN     56
08F9H LIN     57
0900H LIN     58
0907H LIN     59
090CH LIN     60
0911H LIN     61
0912H LIN     62
0918H LIN     64
0925H LIN     65
0931H LIN     66
0938H LIN     67
093FH LIN     68
0942H LIN     69
0943H LIN     70
0943H LIN     71
0949H LIN     72
094CH LIN     73
094DH LIN     74
      MOD  RESULTSMODULE
391FH SYM  MEMORY
```

```
38D1H SYM  DECIMAL
38D4H SYM  I
38D5H SYM  Z
38D6H SYM  SUMSHOTS
38D7H SYM  NEARMISSES
38D8H SYM  AVGTIME
0A24H SYM  CONVRT
38DAH SYM  HEX
094EH SYM  RIFLEID
0956H SYM  TOTALSHOTS
0964H SYM  RIFLEHIT
096BH SYM  RIFLEMISS
0974H SYM  RIFLELOW
097BH SYM  RIFLELOWRIGHT
0988H SYM  RIFLERIGHT
0991H SYM  RIFLEHIGHRIGHT
099FH SYM  RIFLEHIGH
09A7H SYM  RIFLEHIGHLEFT
09B4H SYM  RIFLELEFT
09BCH SYM  RIFLELOWLEFT
09C8H SYM  RIFLETURKEY
09D4H SYM  RIFLETARGETIGNORED
09E6H SYM  BLANK
09E9H SYM  HOWMANYSHOTS
09FBH SYM  AVERAGETIME
0A0AH SYM  UNITS
0A12H SYM  YOURSCORE
0A6EH SYM  PRESENTRESULTS
0A9DH SYM  ONERIFLERESULTS
0AC2H SYM  TYPEIT
0B24H SYM  SUM
0B5CH SYM  SUM2
0A24H LIN      24
0A28H LIN      26
0A36H LIN      27
0A56H LIN      28
0A66H LIN      29
0A6DH LIN      30
0A6EH LIN      51
0A6EH LIN      52
0A6FH LIN      53
0A72H LIN      54
0A78H LIN      55
0A7EH LIN      56
0A85H LIN      58
0A8BH LIN      59
0A91H LIN      60
0A91H LIN      61
0A97H LIN      62
0A9DH LIN      63
0AABH LIN      64
0AC2H LIN      65
0AC2H LIN      66
0AC8H LIN      67
0ACEH LIN      68
0AD7H LIN      69
0ADDH LIN      70
0AE3H LIN      71
0AEAH LIN      72
0B00H LIN      73
0B06H LIN      74
0B0CH LIN      75
0B12H LIN      76
0B19H LIN      77
0B1FH LIN      78
0B24H LIN      79
```

```
0B32H LIN     80
0B50H LIN     81
0B57H LIN     82
0B5CH LIN     83
0B6AH LIN     84
0B88H LIN     85
0B8FH LIN     86
0B96H LIN     87
0B99H LIN     88
0B9FH LIN     89
0BB6H LIN     90
0BB9H LIN     91
0BBFH LIN     92
0BD2H LIN     93
0BD5H LIN     94
0BDBH LIN     95
0BF2H LIN     96
0BF5H LIN     97
0BFBH LIN     98
0C12H LIN     99
0C15H LIN    100
0C1BH LIN    101
0C32H LIN    102
0C35H LIN    103
0C3BH LIN    104
0C52H LIN    105
0C55H LIN    106
0C5BH LIN    107
0C72H LIN    108
0C75H LIN    109
0C7BH LIN    110
0C92H LIN    111
0C95H LIN    112
0C9BH LIN    113
0CB2H LIN    114
0CB5H LIN    115
0CBBH LIN    116
0CD2H LIN    117
0CD5H LIN    118
0CDBH LIN    119
0CF2H LIN    120
0CF5H LIN    121
0CFBH LIN    122
0D12H LIN    123
0D15H LIN    124
0D1BH LIN    125
0D2EH LIN    126
0D31H LIN    127
0D37H LIN    128
0D4FH LIN    129
0D54H LIN    130
0D7CH LIN    131
0D84H LIN    132
0D8FH LIN    133
0D96H LIN    134
0D9DH LIN    135
0DA2H LIN    136
0DA9H LIN    137
0DAEH LIN    138
0DB4H LIN    139
0DB9H LIN    140
0DBEH LIN    141
0DC4H LIN    142
0DC7H LIN    143
0DCDH LIN    144
0DD0H LIN    145
```

```
0DD6H LIN    146
0DD6H LIN    147
0DDDH LIN    148
0DDEH LIN    149
      MOD   FINALMODULE
391FH SYM   MEMORY
38DBH SYM   W
0DDFH SYM   FAST
0E09H SYM   GOOD
0E22H SYM   FAIR
0E48H SYM   POOR
38DCH SYM   TIMECREDIT
38DDH SYM   N
0E7EH SYM   COMMENT
0ED5H SYM   HX2AS
38DEH SYM   HEXADR
38E0H SYM   DECADR
38E2H SYM   N
38E3H SYM   M
0F62H SYM   COMPOSITE
0E66H SYM   COMP
38E4H SYM   OVERALL
38E6H SYM   DECNUM
0E7EH LIN      9
0E7EH LIN     10
0E89H LIN     12
0E8FH LIN     13
0E94H LIN     14
0E97H LIN     15
0EA2H LIN     17
0EA8H LIN     18
0EADH LIN     19
0EB0H LIN     20
0EBBH LIN     22
0EC1H LIN     23
0EC6H LIN     24
0EC9H LIN     26
0ECFH LIN     27
0ED4H LIN     28
0ED4H LIN     29
0ED5H LIN     30
0EDFH LIN     32
0EEDH LIN     33
0EF5H LIN     34
0F12H LIN     35
0F24H LIN     36
0F2BH LIN     37
0F30H LIN     38
0F4EH LIN     39
0F5AH LIN     40
0F5EH LIN     41
0F61H LIN     42
0F62H LIN     43
0F62H LIN     45
0FBBH LIN     46
0FC1H LIN     47
0FCDH LIN     49
0FD6H LIN     50
0FE4H LIN     51
0FF1H LIN     52
0FF8H LIN     53
0FF8H LIN     54
0FFDH LIN     55
1002H LIN     56
1007H LIN     57
      MOD   INTERRUPT7
```

```
[illegible]1FH SYM  MEMORY
[illegible]008H SYM  INTERRUPTROUTINE
1008H LIN      3
100CH LIN      4
1011H LIN      5
1015H LIN      6

MEMORY MAP OF MODULE UIWT
READ FROM FILE :F1:UIWT.TMP
WRITTEN TO FILE :F1:UIWT
MODULE START ADDRESS 0001H

START   STOP LENGTH REL NAME

   0H      0H      1H  A  ABSOLUTE
   1H  10AFH  10AFH  A  ABSOLUTE
13FCH  13FEH      3H  A  ABSOLUTE
```

```
ISIS-II IXREF, V1.1
INVOKED BY:
-IXREF :F1:*.IXI TITLE('UIWT VERSION 1.2 INTER-MODULE CROSS-REFERENCE') &
PRINT(:F1:UIWT.REF)


INTER-MODULE CROSS-REFERENCE LISTING
------------------------------------


  NAME . . . . . :  ATTRIBUTES;  MODULE NAMES
  --------------------------------------------

  ADDER . . . . .   STRUCTURE(5);  RIFLEDATAMODULE  RESULTSMODULE
  AVGTIME . . . .   ADDRESS;  RESULTSMODULE  FINALMODULE
  BITDUMP . . . .   PROCEDURE;  CONSOLEMODULE  STARTUPMODULE
  CIN . . . . . .   PROCEDURE BYTE;  CONSOLEMODULE  TESTPROCMODULE  STARTUPMODULE
  CLOCKREAD . . .   PROCEDURE ADDRESS;  TIMERMODULE  RIFLEDATAMODULE  TESTPROCMODULE  MAINUIWTMODULE
  COMMENT . . . .   PROCEDURE;  FINALMODULE  RESULTSMODULE
  COMPOSITE . . .   PROCEDURE;  FINALMODULE  RESULTSMODULE
  COUT . . . . . .  PROCEDURE;  CONSOLEMODULE  RIFLEDATAMODULE  TESTPROCMODULE  MAINUIWTMODULE  RESULTSMODULE
                      STARTUPMODULE  FINALMODULE
  DATE . . . . . .  BYTE(12);  STARTUPMODULE  RESULTSMODULE
  DECIMAL . . . .   BYTE(3);  RESULTSMODULE  CONSOLEMODULE  STARTUPMODULE
  DELTATIME . . .   ADDRESS;  RIFLEDATAMODULE  MAINUIWTMODULE
  DONE . . . . . .  PROCEDURE;  TESTPROCMODULE  TESTMODULE
  FAIL . . . . . .  PROCEDURE;  TESTPROCMODULE
  FILE . . . . . .  BYTE;  RIFLEDATAMODULE  RESULTSMODULE  STARTUPMODULE  FINALMODULE
  FIRSTSHOT . . .   BYTE(5);  RIFLEDATAMODULE  MAINUIWTMODULE  STARTUPMODULE
  FPTR . . . . .    BYTE;  RIFLEDATAMODULE
  GETRIFLEDATA . .  PROCEDURE;  RIFLEDATAMODULE  MAINUIWTMODULE
  GREETING . . . .  PROCEDURE;  CONSOLEMODULE  MAINUIWTMODULE
  HISTORY . . . .   BYTE(5);  STARTUPMODULE  RIFLEDATAMODULE
  HX2AS . . . . .   PROCEDURE;  FINALMODULE
  IDFLAG . . . . .  BYTE;  STARTUPMODULE  RESULTSMODULE
  IDNUMBER . . . .  BYTE(7);  STARTUPMODULE  RESULTSMODULE
  INTERRUPTROUTINE  PROCEDURE;  INTERRUPT7  STARTUPMODULE
  IOTEST . . . . .  PROCEDURE;  TESTPROCMODULE  TESTMODULE
  LSTIMEBYTE . . .  BYTE;  TIMERMODULE
  MSTIMEBYTE . .    BYTE;  TIMERMODULE
  NAME . . . . .    STRUCTURE(5);  STARTUPMODULE  RESULTSMODULE
  NEARMISSES . . .  BYTE;  RESULTSMODULE  FINALMODULE
  PORTSET . . . .   PROCEDURE;  STARTUPMODULE  TESTPROCMODULE
  PRESENTRESULTS    PROCEDURE;  RESULTSMODULE  MAINUIWTMODULE
  PRINT . . . . .   PROCEDURE;  CONSOLEMODULE  TESTPROCMODULE  RESULTSMODULE  STARTUPMODULE  FINALMODULE
  PRNTNUM . . . .   PROCEDURE;  CONSOLEMODULE  TESTPROCMODULE  RESULTSMODULE
  RAMTST . . . .    PROCEDURE;  ** UNRESOLVED **  TESTMODULE
  REALGONE . . . .  BYTE;  MAINUIWTMODULE  STARTUPMODULE
  RIFLE . . . . .   BYTE;  RIFLEDATAMODULE  RESULTSMODULE  FINALMODULE
  RIFLESHOT . . .   PROCEDURE BYTE;  RIFLEDATAMODULE  MAINUIWTMODULE
  ROMTST . . . . .  PROCEDURE;  ** UNRESOLVED **  TESTMODULE
  SBCTIM . . . . .  PROCEDURE;  ** UNRESOLVED **  TESTPROCMODULE
  SCORE . . . . .   STRUCTURE(5);  RIFLEDATAMODULE  RESULTSMODULE  STARTUPMODULE  FINALMODULE
  SETDATA . . . .   PROCEDURE;  STARTUPMODULE  RIFLEDATAMODULE  MAINUIWTMODULE
  SHOTFLAG . . . .  BYTE;  RIFLEDATAMODULE  STARTUPMODULE
  SHOWWORST . . .   PROCEDURE;  RIFLEDATAMODULE  MAINUIWTMODULE
  SPEED . . . . .   STRUCTURE(5);  RIFLEDATAMODULE  RESULTSMODULE  STARTUPMODULE  FINALMODULE
```

```
STARTUP. . . . .  PROCEDURE;  STARTUPMODULE  MAINUIWTMODULE
SUMSHOTS . . . .  BYTE;  RESULTSMODULE  FINALMODULE
TARGETAVAILABLE.  PROCEDURE  BYTE;  RIFLEDATAMODULE  MAINUIWTMODULE
TARGETDOWNTIME .  ADDRESS;  MAINUIWTMODULE
TARGETEXPECTED .  BYTE;  MAINUIWTMODULE
TARGETTIME . . .  ADDRESS;  MAINUIWTMODULE  RIFLEDATAMODULE
TEST . . . . . .  PROCEDURE;  TESTMODULE  MAINUIWTMODULE
TFLAG. . . . . .  BYTE;  MAINUIWTMODULE  RIFLEDATAMODULE  STARTUPMODULE
TIME . . . . . .  ADDRESS;  TIMERMODULE
TIMERSTART . . .  PROCEDURE;  TIMERMODULE  TESTPROCMODULE  MAINUIWTMODULE
TIMERTEST. . . .  PROCEDURE;  TESTPROCMODULE  TESTMODULE
TRAIN. . . . . .  BYTE;  MAINUIWTMODULE  STARTUPMODULE  INTERRUPT7
TSTCHECK . . . .  BYTE;  TESTPROCMODULE  MAINUIWTMODULE
TTYRES . . . . .  PROCEDURE;  CONSOLEMODULE  TESTPROCMODULE  RESULTSMODULE
TTYSET . . . . .  PROCEDURE;  CONSOLEMODULE  TESTPROCMODULE  STARTUPMODULE
TTYTIMER . . . .  PROCEDURE;  TIMERMODULE  TESTPROCMODULE  CONSOLEMODULE
TURKEY . . . . .  BYTE;  MAINUIWTMODULE  RIFLEDATAMODULE  STARTUPMODULE
TXRDY. . . . . .  PROCEDURE;  CONSOLEMODULE  TESTPROCMODULE  MAINUIWTMODULE
UPISTROBE. . . .  PROCEDURE;  RIFLEDATAMODULE  TESTPROCMODULE  STARTUPMODULE
USARTTEST. . . .  PROCEDURE;  TESTPROCMODULE  TESTMODULE
VOTRAXSET. . . .  PROCEDURE;  CONSOLEMODULE  TESTPROCMODULE
VOTRAXTIMER. . .  PROCEDURE;  TIMERMODULE  TESTPROCMODULE  CONSOLEMODULE
VOTRES . . . . .  PROCEDURE;  CONSOLEMODULE  TESTPROCMODULE  MAINUIWTMODULE
WHOFAILEDTOSHOOT  PROCEDURE;  RIFLEDATAMODULE  MAINUIWTMODULE



MODULE DIRECTORY
----------------


    MODULE NAME. . .  FILE NAME   DISKETTE NAME
    ---------------------------------------------

    CONSOLEMODULE. .  CONSOL.PLM  UIWT.TST
    FINALMODULE. . .  FINAL.PLM   UIWT1.3
    INTERRUPT7 . . .  INTER.PLM   UIWT1.3
    MAINUIWTMODULE .  MAINUI.PLM  UIWT1.2
    RESULTSMODULE. .  RESULT.PLM  UIWT1.3
    RIFLEDATAMODULE.  RIFLE.PLM   UIWT1.3
    STARTUPMODULE. .  START.PLM   UIWT1.3
    TESTMODULE . . .  TESTER.PLM  UIWT.TST
    TESTPROCMODULE .  TSTPRC.PLM  UIWT.TST
    TIMERMODULE. . .  TIMER.PLM   UIWT.TST
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE MAINUIMTMODULE
OBJECT MODULE PLACED IN :F1:MAINUI.OBJ
COMPILER INVOKED BY:  PLM80 :F1:MAINUI.PLM IXREF DEBUG DATE (1 FEB 79)



              /* THIS PROGRAM WAS WRITEN BY H.C. TOWLE IN THE WINTER AND SPRING OF 1978 */
              /*  IT ASSUMES THE SYSTEM HAS BEEN RESET PRIOR TO RUNNING */
              /* THIS MODIFICATION, WHICH RESULTS IN A CHANGE TO UIMT VERSION 1.2
                 RESULTS FROM THE REQUIREMENT TO SHOW THE WORST SHOOTER. */

   1          MAIN$UIMT$MODULE:
                DO;


   2   1      SHOW$WORST: PROCEDURE EXTERNAL;
   3   2       END SHOW$WORST;

   4   1      DECLARE CLEAR$ACCUMULATOR BYTE AT (0) DATA(0AFH); /* AFH=>EXCLUSIVE OR
                                          ACCUMULATOR WITH ITSELF*/
   5   1      TXRDY: PROCEDURE EXTERNAL;   /* CHECKS USART TRANSMIT BUFFER FOR "EMPTY" */
   6   2       END TXRDY;

   7   1      VOTRES: PROCEDURE EXTERNAL;  /* VOTRAX RESET  SEE CONSOL MODULE */
   8   2       END VOTRES;

   9   1      COUT: PROCEDURE (ITEM) EXTERNAL;  /* SENDS A BIT OUT THROUGH USART */
  10   2       DECLARE ITEM BYTE;
  11   2       END COUT;

  12   1      DECLARE USART$CONTROL LITERALLY '0EDH',  /* ADDRESS OF USART CONTROL P. 3-32 */
                 USART$RESET LITERALLY '40H';          /* RETURNS 8251 TO MODE INST. FORMAT
                                                           REF. PAGE 3-43 */

  13   1         START$UP: PROCEDURE EXTERNAL;     /* SET I/O FOR RIFLE ETC. */
  14   2         END;

  15   1         TARGET$AVAILABLE: PROCEDURE BYTE EXTERNAL; /* CHECKS FOR AN IR SPOT
                                     IT WILL RETURN 1 IF IR SPOT IS FOUND. */
  16   2         END;

  17   1         TIMER$START: PROCEDURE EXTERNAL;  /* START 8253 REGISTERS */
  18   2         END;

  19   1         CLOCK$READ: PROCEDURE ADDRESS EXTERNAL; /* READS CLOCK FOR TARGET & SHOTS */
  20   2         END;

  21   1         RIFLE$SHOT: PROCEDURE BYTE EXTERNAL;    /* WAITS FOR ANY RIFLE SHOT */
  22   2         END;

  23   1         GET$RIFLE$DATA: PROCEDURE EXTERNAL;  /* READ & RECORD INPUT BYTE */
  24   2         END;

  25   1        SET$DATA: PROCEDURE (POINTER, LENGTH, VALUE) EXTERNAL;
  26   2         DECLARE POINTER ADDRESS, (LENGTH, VALUE) BYTE;
  27   2         END SET$DATA.
```

```
 28  1           PRESENT$RESULTS: PROCEDURE EXTERNAL;   /* OUTPUTS DATA TO CONSOLE */
 29  2           END;

 30  1       DECLARE TSTCHECK BYTE EXTERNAL;

 31  1       TEST: PROCEDURE EXTERNAL;
 32  2         END TEST;

 33  1         DECLARE FOREVER LITERALLY 'WHILE 1';
 34  1           DECLARE COUNTER$SET LITERALLY '0EA5FH';
 35  1           DECLARE (TRAINING, JK) BYTE;
 36  1           DECLARE TRAIN BYTE PUBLIC AT (.TRAINING);
 37  1           WHO$FAILED$TO$SHOOT: PROCEDURE EXTERNAL;  /* IDENTIFIES WHICH RIFLE MISSED
                                                        A  TARGET SHOT OPPORTUNITY */
 38  2           END;
 39  1           GREETING: PROCEDURE EXTERNAL;   /* PRINTS GREETING TO CONSOLE */
 40  2           END;

 41  1       TURKEY$TEST: PROCEDURE;  /* CHECKS FOR A 1 SECOND TIME ELAPSE SINCE TARGET DOWN */
 42  2         IF TARGET$DOWN$TIME >= CLOCK$READ THEN
 43  2         DELTA$TIME = TARGET$DOWN$TIME - CLOCK$READ;
                ELSE
 44  2         DELTA$TIME = 1 + COUNTER$SET + TARGET$DOWN$TIME - CLOCK$READ;
 45  2         IF DELTA$TIME > 200 THEN
 46  2         TURKEY = 1;
 47  2         ELSE TURKEY = 0;
 48  2         END TURKEY$TEST;

 49  1           DECLARE DELTA$TIME ADDRESS EXTERNAL;
 50  1           DECLARE FIRST$SHOT(5) BYTE EXTERNAL;
 51  1           DECLARE TARGET$DOWN$TIME ADDRESS PUBLIC;
 52  1           DECLARE (TARGET$EXPECTED, TFLAG, REAL$GONE) BYTE PUBLIC;
 53  1           DECLARE TURKEY BYTE PUBLIC;
 54  1           DECLARE TARGET$TIME ADDRESS PUBLIC;

         /*   END OF DECLARATIONS */

         /********************   PROGRAM STARTS   ********************/


 55  1       TEST$BOARD$CHECK: DO;
 56  2         IF TSTCHECK THEN /* IF ROM EXTENDER BOARD IS NOT PRESENT, THE 80/20 TIMES
                                     OUT AND WILL READ 00 INTO THE ACCUMULATOR */
 57  2           CALL TEST;  /*PERFORM 80/20 BOARD CHECK*/

 58  2       END TEST$BOARD$CHECK;

 59  1       UINT$PROGRAM: DO FOREVER;

 60  2       INITIALIZE:
              CALL TIMER$START;

 61  2        CALL START$UP;

 62  2        CALL GREETING;

 63  2        CALL TXRDY;  /* INSURES "GREETING" HAS BEEN COMPLETED */
```

```
CALL VOTRES; /* SWITCH TO VOTRAX LINE & CHANGE TO 9600 BAUD */

TARGET$DOWN$TIME = CLOCK$READ + 200; /* FOR TURKEY TEST */

SESSION:
    DO WHILE TRAINING; /* WE WILL END WITH AN "ESCAPE" FROM CONSOLE */
 IF TARGET$AVAILABLE OR RIFLE$SHOT THEN
ACTION: DO;    /* EITHER A RIFLE SHOT OR A TARGET AVAILABLE */
      IF TARGET$AVAILABLE THEN
GOT$ONE: DO;
  IF NOT TFLAG THEN
NEW$ONE: DO;      /* A NEW TARGET HAS APPEARED */
          TARGET$TIME = CLOCK$READ;
          REAL$GONE = 0;
          TFLAG=1;
          TURKEY = 0;
          END NEW$ONE;
IF RIFLE$SHOT THEN
GOOD$DATA: CALL GET$RIFLE$DATA;
          END GOT$ONE;
    ELSE   /* ELSE THERE IS NO TARGET, BUT A SHOT WAS FIRED */
NO$TARGET:  DO;
 CALL TURKEY$TEST;
 CALL GET$RIFLE$DATA;
       END NO$TARGET;
     END ACTION;
     ELSE     /* ELSE THERE IS NEITHER A TARGET NOR SHOT */
NO$ACTION: DO;
   IF TFLAG THEN  /* THAT IS, THERE WAS A TARGET ON LAST PASS */
TGONE: DO;
    TARGET$DOWN$TIME = CLOCK$READ;
    TFLAG = 0;
      END TGONE;
   IF NOT REAL$GONE THEN
WAIT$ONE: DO;
      CALL TURKEY$TEST;   /* WE WILL HOLD REAL$GONE=0 FOR ONE SECOND */
      IF TURKEY THEN /* WE SCORE "TARGET IGNORED" ONLY IF REAL$GONE=1 */
RECORD$GONE: DO;
          REAL$GONE = 1;
          CALL WHO$FAILED$TO$SHOOT;
          CALL SET$DATA(.FIRST$SHOT,5,1); /* NEXT SHOT AT A TARGET WILL BE TIMED */
          CALL SHOW$WORST;
          END RECORD$GONE;
        END WAIT$ONE;
   END NO$ACTION;
  END SESSION;

ENDING:

  CALL PRESENT$RESULTS;

  CALL TXRDY;

  OUTPUT(USART$CONTROL)=USART$RESET;

  END UINT$PROGRAM;
 109   1        END MAIN$UINT$MODULE;


MODULE INFORMATION:

     CODE AREA SIZE     = 0103H    259D
     VARIABLE AREA SIZE = 000AH     10D
     MAXIMUM STACK SIZE = 0006H      6D
     167 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE STARTUPMODULE
OBJECT MODULE PLACED IN :F1:START.OBJ
COMPILER INVOKED BY:  PLM80 :F1:START.PLM IXREF DEBUG DATE (25 JUN 79)


             $NOINTVECTOR

  1          START$UP$MODULE: DO;

  2   1      BIT$DUMP: PROCEDURE EXTERNAL;   /* IN CONSOLE$MODULE */
  3   2        END BIT$DUMP;


  4   1       DECLARE INTERRUPT7 LITERALLY '13FCH',
                      CALL$IT LITERALLY '0C3H';

  5   1       DECLARE INTERRUPT$CALL STRUCTURE (JUMP BYTE, WHERE$TO ADDRESS) AT (INTERRUPT7)
                 DATA (CALL$IT, .INTERRUPT$ROUTINE);

  6   1      DECLARE LIT LITERALLY 'LITERALLY',

              RESET$8212 LIT '0F8H',
              ENABLE$9311 LIT '10H',
              PORT3 LIT '0E6H',
              PORT6 LIT '0EAH',

              GROUP1 LIT '0E7H',    /* 8255 CONTROL. REF. PAGE 3-68 OF 80/20 MANUAL */
              WORD1 LIT '92H',    /* PORTS 1 & 2 INPUT, 3 OUTPUT ALL MODE 0. PAGE 4-13 --- */
              GROUP2 LIT '0EBH',        /* PAGE 3-68 */
              WORD2 LIT '80H',       /* PORTS 4,5 & 6 ALL OUTPUTS MODE 0 */
              USART$CONTROL LIT '0EDH',       /* PAGE 3-48 */
              USART$RESET LIT '40H',       /* INTERNAL RESET. PAGE 3-43 */
              MODE$SET LIT '0CEH',    /* SETS 2 STOP BITS, 8 BITS, 16X. PAGE 3-38,-41 & 4-48 */
                                      /* USE 4FH FOR 1 STOP BIT, 8 BIT WORD & 64X */
              COMMAND$WORD LIT '27H';       /* SETS TRANSMIT/RECEIVER READY,
                               DATA TERMINAL READY, REQUEST TO SEND.*/
                           /* SEE PAGE 3-43 AND STEP 48 OF MDS MONITOR SHADOW PROM */
  7   1       DECLARE DECIMAL(3) BYTE EXTERNAL;
  8   1      DECLARE HISTORY(5) BYTE PUBLIC;   /* THIS WILL
                          IDENTIFY WHICH RIFLE WAS SHOT AT A PARTICULAR TARGET */
  9   1      DECLARE SCORE(5) STRUCTURE (MISS BYTE, HIT BYTE, LOW BYTE, LOW$RIGHT BYTE,
                  RIGHT BYTE, HIGH$RIGHT BYTE, HIGH BYTE, HIGH$LEFT BYTE,
                  LEFT BYTE, LOW$LEFT BYTE, ERROR BYTE, TURKEY BYTE,
                  TARGET$IGNORED BYTE) EXTERNAL;
 10   1       DECLARE (SHOT$FLAG, TURKEY, FILE, TFLAG, REAL$DONE) BYTE EXTERNAL,
                FIRST$SHOT(5) BYTE EXTERNAL,
                SPEED(5) STRUCTURE(SHOTS BYTE, TIME$SUM ADDRESS) EXTERNAL;
 11   1         DECLARE TRAIN BYTE EXTERNAL;
 12   1         DECLARE ADICW1 LITERALLY '0D8H',  /* REF PAGE 3-100 */
                        ADICW2 LITERALLY '0D9H';
 13   1         DECLARE OCW1 LITERALLY '7FH';


 14   1      DECLARE CRLF LIT '0DH,0AH',
                NAME (5) STRUCTURE (LETTER(9) BYTE) PUBLIC,
                DATE (12) BYTE PUBLIC,
                ID$NUMBER (7) BYTE PUBLIC,
                PROMPT LIT '3EH',
                WHEN (16) BYTE DATA(15,'TODAY''S DATE?',CRLF),
                UIWT$ID (21) BYTE DATA (20,'UIWT/SWAT VER. 1.3',CRLF), /* CHANGED 6/25/79 */
                       /* TIMES FOR "FAST", "SLOW", ETC IN "FINAL.PLM" WERE INCREASED */
                       /* AT AL MARSHALL'S INSTRUCTIONS.  A CHANGE IS ALSO BEING MADE */
                       /* IN THE "SHOW$WORST" PROCEDURE IN RIFLE.PLM TO AVOID THE     */
                       /* PROBLEM WHERE ONLY FOUR RIFLES ARE SHOOTING ==> RIFLE #5 IS */
                       /* THE WORST BECAUSE OF ALL THE TARGET IGNOREDS & THERE IS NO */
                       /* RIFLE #5 "WORST-RIFLE" LIGHT. */

                IDENT (19) BYTE DATA (18,'EXERCISE NUMBER?',CRLF),
                QUERY (22) BYTE DATA (21,'WANT ID? YES OR NO.',CRLF),
                TRAINEES (26) BYTE DATA (25,'ENTER NAMES OF TRAINEES',CRLF),
                ON$RIFLE (10) BYTE DATA (9,'ON RIFLE '),
                (X,I,J,K,JK) BYTE,
                ID$FLAG BYTE PUBLIC;


 15   1       TTY$SET: PROCEDURE EXTERNAL;
 16   2        END TTY$SET; /* USED ONLY WHEN USART IS IN RESET CONDITION */

 17   1      CIN: PROCEDURE BYTE EXTERNAL;
 18   2       END CIN;

 19   1      COUT: PROCEDURE (ITEM) EXTERNAL;
 20   2       DECLARE ITEM BYTE;
 21   2       END COUT;
 22   1      PORT$SET: PROCEDURE PUBLIC;
 23   2        OUTPUT(GROUP1)=WORD1;  /*SET CONTROL WORD INTO GROUP 1 I/O PORTS */
 24   2        OUTPUT(GROUP2)=WORD2;  /*SET CONTROL WORD INTO GROUP 2 I/O PORTS */
 25   2        END PORT$SET;

 26   1      PRINT: PROCEDURE(PTR) EXTERNAL;
 27   2       DECLARE PTR ADDRESS;
 28   2       END PRINT;

 29   1      SET$DATA: PROCEDURE(POINTER,LENGTH,VALUE) PUBLIC;
 30   2        DECLARE (POINTER, FINAL) ADDRESS,
                 (LENGTH, VALUE, SET BASED POINTER) BYTE;
 31   2        FINAL = POINTER + LENGTH - 1;
 32   2       LOOP: DO WHILE POINTER <= FINAL;
 33   3         SET = VALUE;
 34   3         POINTER = POINTER+1;
 35   3         END LOOP;
 36   2        END SET$DATA;

 37   1      INTERRUPT$ROUTINE: PROCEDURE INTERRUPT 7 EXTERNAL;
 38   2         END INTERRUPT$ROUTINE;

 39   1      UPI$STROBE: PROCEDURE EXTERNAL;
 40   2        END UPI$STROBE;

 41   1      SIMULATE$RIFLES: PROCEDURE;
 42   2        OUTPUT(PORT6)=08H;  /* TELL UPI-41 TO SIMULATE RIFLE DATA */
 43   2        CALL UPI$STROBE;
 44   2        END SIMULATE$RIFLES;
 45  1       DECLARE CTRLT LIT '14H', RUN$TYPE BYTE;

             /**************** END OF DECLARATIONS ******************/

 46  1        START$UP: PROCEDURE PUBLIC;

 47  2        CALL SET$DATA(.SCORE,65,0);
 48  2        CALL SET$DATA(.HISTORY,5,0);
 49  2        CALL SET$DATA(.FIRST$SHOT,5,1);
 50  2        CALL SET$DATA(.SPEED,15,0);
 51  2        CALL SET$DATA(.DECIMAL,3,0);
 52  2        TURKEY = 0;
 53  2        TRAIN = 1;
 54  2        TFLAG = 0;
 55  2        SHOT$FLAG = 0;
 56  2        FILE = 4;  /* WHO$SHOT FIRST INCREMENTS FILE, MODS (DIVIDES) BY 5,
                          I.E. 5/5=1 WITH REMAINDER = 0. NOW, RIFLE=FILE+1,
                          SO WE START WITH RIFLE #1 !!! */

 57  2        REAL$GONE = 1;  /* TARGET HAS NOT BEEN AVAILABLE FOR OVER 1 SEC. */

 58  2         CALL PORT$SET;

 59  2         OUTPUT(PORT3) = NOT RESET$8212;      /* WILL CLEAR ALL 8212 DATA
                                                    LATCHES FOLLOWING STROBE */
 60  2         OUTPUT(PORT6) = ENABLE$9311;    /* THE LEADING EDGE OF THE STROBE */
 61  2         OUTPUT(PORT6) = 0;              /* THE TRAILING EDGE   */

 62  2        DO JK = 9 TO 13;      /* CLEARS THE JK FF DATA LATCHES */
 63  3         OUTPUT(PORT3) = NOT JK AND 0FH;
 64  3         OUTPUT(PORT6) = ENABLE$9311;
 65  3         OUTPUT(PORT6) = 0;
 66  3         END;



 67  2       DISABLE;
 68  2         CALL TTY$SET;

 69  2       SETINT: OUTPUT(ADICW1)=(LOW(INTERRUPT7) AND 0E0H) + 1FH;
 70  2              OUTPUT(ADICW2)=HIGH(INTERRUPT7);
 71  2              OUTPUT(ADICW2)=OCW1;  /* MASK ALL BUT INTERRUPT 7 */

             /* WE NOW OBTAIN IDENTIFICATION DATA FOR THE SESSION. IF NEEDED */

 72  2       CALL COUT(0DH);        /* CR */
 73  2       CALL COUT(0AH);        /* LF */
 74  2       CALL COUT(0AH);

 75  2       CALL PRINT(.UNIT$ID);
 76  2       CALL COUT(0AH);
 77  2       CALL PRINT(.QUERY);
 78  2       CALL OUTPUT (PROMPT);
 79  2       X=CIN;
 80  2        RUN$TYPE = X;         /* SAVE INPUT FOR IDENTIFICATION OF CONTROL T */
 81  2       CALL COUT(X);
 82  2      CALL COUT(0DH);
 83  2      CALL COUT(0AH);  /* CR,LF */
 84  2      ID$FLAG=0;       /* CONTROL FOR ID PRINT-OUT AT END OF SESSION */

 85  2      IF X = 'Y' THEN
 86  2      GET$ID: DO;
 87  3       ID$FLAG=1;

 88  3       CLR$DATE: CALL SET$DATA(.DATE,12,0DH); /* CLEARS "DATE" */

 89  3       CALL PRINT(.WHEN);
 90  3       CALL COUT(PROMPT);

 91  3       DATE(0)=11;

 92  3      GET$DATE:
             DO I=1 TO 9;
 93  4         X=CIN;
 94  4         IF X=0DH THEN I=9;
 96  4         CALL COUT(X);
 97  4         DATE(I) = X;
 98  4       END GET$DATE;

 99  3        CALL COUT(0DH);
100  3        DATE(11) = 0AH;  /* LF */
101  3        CALL COUT(0AH);

102  3      CALL SET$DATA(.ID$NUMBER,7,0DH);    /* FILLS "ID NUMBER" WITH CR */

103  3      CALL PRINT(.IDENT);
104  3      CALL COUT(PROMPT);

105  3      CALL BIT$DUMP;  /* CLEAN OUT USART INPUT BUFFER */

106  3       ID$NUMBER(0)=6;

107  3      GET$ID$NUMBER: DO I=1 TO 4;      /* A 4 PLACE "ID" */
108  4       X=CIN;
109  4       IF X=0DH THEN I=4;
111  4         CALL COUT(X);
112  4         ID$NUMBER(I)=X;
113  4        END GET$ID$NUMBER;

114  3        CALL COUT(0DH);
115  3        ID$NUMBER(6)=0AH;
116  3        CALL COUT(0AH);


117  3      CALL SET$DATA(.NAME,45,0DH); /* FILLS NAME MATRIX WITH CR */

118  3       CALL PRINT(.TRAINEES);

119  3      GET$NAMES:
            DO I=0 TO 4;                     /* FOR FIVE TRAINEES */

120  4       CALL PRINT(.ON$RIFLE);
121  4       CALL COUT(31H+I);
```

```
 122   4        CALL COUT(0DH);
 123   4        CALL COUT(0AH);
 124   4        CALL COUT(PROMPT);

 125   4        CALL BIT$DUMP;

 126   4        NAME(I).LETTER(0)=0;

 127   4       ONE$NAME:
                 DO J=1 TO 6;            /* GETS NAMES UP TO 6 LETTERS LONG */
 128   5         X=CIN;
 129   5         IF X=0DH THEN J=6;
 131   5           NAME(I).LETTER(J)=X;
 132   5           CALL COUT(X);
 133   5         END ONE$NAME;
 134   4         CALL COUT(0DH);              /* CR */
 135   4         NAME(I).LETTER(8) = 0AH;     /* LF */
 136   4         CALL COUT (0AH);
 137   4        END GET$NAMES;
 138   3       END GET$ID;

 139   2       IF RUN$TYPE = CTRLT THEN
 140   2         CALL SIMULATE$RIFLES;

 141   2           END START$UP;
 142   1         END START$UP$MODULE;



MODULE INFORMATION:

     CODE AREA SIZE     = 033FH    831D
     VARIABLE AREA SIZE = 0052H     82D
     MAXIMUM STACK SIZE = 0004H      4D
     248 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE TIMERMODULE
OBJECT MODULE PLACED IN :F1:TIMER.OBJ
COMPILER INVOKED BY:  PLM80 :F1:TIMER.PLM DEBUG IXREF DATE (23 OCT 78)



   1          TIMER$MODULE: DO;

              /* THIS MODULE SETS THE 8253 MODES AND READS REGISTERS.  NOTE THAT ALL
              THREE 8253 GATES MUST BE HIGH! ALL PAGE REFERENCES ARE TO THE 80/20
              REFERENCE MANUAL 98-317C */
   2   1      DECLARE LIT LITERALLY 'LITERALLY',
               COUNTER0 LIT '0DCH', COUNTER1 LIT '0DDH',
               COUNTER2 LIT '0DEH', CONTROL LIT '0DFH';     /* SEE PAGE 2-7 */
   3   1      DECLARE CNTR0MODE LIT '34H',  /* 2 BYTES, MODE 2 PAGE 3-76 */
               CNTR1MODE LIT '74H',         /* 2 BYTES, MODE 2 */
               CNTR2MODE LIT '0B6H';        /* 2 BYTES, MODE 3 */

              /*THE FOLLOWING 2-BYTE WORDS ARE THE "BAUD RATE FACTORS" TABLE 4-34 P 4-40 */

   4   1      DECLARE LOW0 LIT '0',     /* COUNTER 0 PERIOD IS 5 MILLESECONDS */
               HIGH0 LIT '15H',
               LOW1 LIT '5FH',          /* COUNTER 1 PERIOD IS 5 MINUTES */
               HIGH1 LIT '0EAH',     /* = 5 MIN * 60 (SEC/MIN) / 0.005 SEC -1 IN HEX */
                  /********SET UP FOR 300 BAUD **************/
               LOW2 LIT '0E0H',          /* COUNTER 2 FREQUENCY IS 4.8 KHZ. */
               HIGH2 LIT '00',  /* SEE PAGE 3-38, AND NOTE THAT THE 8251 IS SET FOR 16X */

               LOW$VOTRAX LIT '07H',
               HIGH$VOTRAX LIT '00H';  /* SETS VOTRAX OUTPUT TO 9600 BAUD */

   5   1      DECLARE TIME$LATCH LIT '40H',     /* A COUNTER 1 LATCH. PAGE 3-84. */
               (LS$TIME$BYTE, MS$TIME$BYTE) BYTE PUBLIC;
   6   1      DECLARE TIME ADDRESS PUBLIC;
   7   1      DECLARE LOW$TIME$BYTE BYTE AT (.TIME), HIGH$TIME$BYTE BYTE AT (.TIME + 1);

   8   1      TIMER$START: PROCEDURE PUBLIC;
   9   2       OUTPUT(CONTROL)=CNTR0MODE;     /* SET COUNTERS 0 & 1 MODES */
  10   2       OUTPUT(CONTROL)=CNTR1MODE;
  11   2       OUTPUT(COUNTER0)=LOW0;      /* INITIALIZE COUNTERS */
  12   2       OUTPUT(COUNTER0)=HIGH0;
  13   2       OUTPUT(COUNTER1)=LOW1;
  14   2       OUTPUT(COUNTER1)=HIGH1;
  15   2       END TIMER$START;

  16   1      TTY$TIMER: PROCEDURE PUBLIC;
  17   2       OUTPUT(CONTROL)=CNTR2MODE;
  18   2       OUTPUT(COUNTER2)=LOW2;     /* WORDS FOR 300 BAUD */
  19   2       OUTPUT(COUNTER2)=HIGH2;
  20   2       END TTY$TIMER;

  21   1      VOTRAX$TIMER: PROCEDURE PUBLIC;    /* SET VOTRAX TO 9600 BAUD */
  22   2       OUTPUT(CONTROL)=CNTR2MODE;
  23   2       OUTPUT(COUNTER2)=LOW$VOTRAX;
  24   2       OUTPUT(COUNTER2)=HIGH$VOTRAX;
  25   2       END VOTRAX$TIMER;
```

```
 26   1      CLOCK$READ: PROCEDURE ADDRESS PUBLIC;  /* GETS THE CONTENTS OF COUNTER 1 */
 27   2       OUTPUT(CONTROL)=TIME$LATCH;
 28   2       LOW$TIME$BYTE=INPUT(COUNTER1);
 29   2       HIGH$TIME$BYTE=INPUT(COUNTER1);
 30   2       RETURN TIME;
 31   2       END CLOCK$READ;

 32   1      END TIMER$MODULE;



MODULE INFORMATION:

     CODE AREA SIZE     = 0045H     69D
     VARIABLE AREA SIZE = 0004H      4D
     MAXIMUM STACK SIZE = 0000H      0D
     59 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE RIFLEDATAMODULE
OBJECT MODULE PLACED IN :F1:RIFLE.OBJ
COMPILER INVOKED BY:  PLM80 :F1:RIFLE.PLM IXREF DEBUG DATE (25 JUN 79)



   1          RIFLE$DATA$MODULE:DO;

              /* INCLUDES VARIOUS PROCEDURES FOR RIFLE DATA I/O */

   2   1      DECLARE MESSAGE BYTE;

   3   1      COUT: PROCEDURE (ITEM) EXTERNAL;
   4   2       DECLARE ITEM BYTE;
   5   2       END COUT;


   6   1      SCORIT: PROCEDURE(SHOT$LOCATION,FILE);
   7   2             DECLARE (SHOT$LOCATION,FILE) BYTE;
   8   2             ADDER(FILE).J(SHOT$LOCATION)=ADDER(FILE).J(SHOT$LOCATION)+1;
   9   2             END SCORIT;

              /* DECODE TRANSLATES QUADRANT DATA INTO SHOT POSITION. NOTE THAT
                  ERRORS ARE TREATED A MISSES. THUS A "HIGH-LOW" OR A "LEFT-RIGHT"
                  WHICH SHOULD NEVER OCCUR IS A MISS. TO SCORE AS ERRORS CHANGE THE
                  SECOND AND THIRD 0 OF DECODE INTO "10" */
  10   1      DECLARE DECODE(16) BYTE DATA(0,2,4,3,6,0,5,4,8,9,0,2,7,8,6,1);

  11   1      CLOCK$READ: PROCEDURE ADDRESS EXTERNAL;
  12   2       END CLOCK$READ;

  13   1      SET$DATA: PROCEDURE(PTR,LENGTH,VALUE) EXTERNAL;
  14   2       DECLARE (LENGTH, VALUE)BYTE, PTR ADDRESS;
  15   2       END SET$DATA;

  16   1      DECLARE FIRST$SHOT(5) BYTE PUBLIC;
  17   1      DECLARE LIT LITERALLY 'LITERALLY',
               HIGH$WD LIT '0EH', LOW$WD LIT '1', RIGHT$WD LIT '2', LEFT$WD LIT '3',
               HIT$WD LIT '4', MISS$WD LIT '5', NO$WD LIT '6', TARGET$WD LIT '7',
               SOLDIER$WD LIT '8', YOU$WD LIT '9', A$WD LIT '0AH .
               WAS$WD LIT '0BH', MARINE$WD LIT '0CH', ENEMY$WD LIT '0DH',
               AVAILABLE$WD LIT '32', FROZE$WD LIT '0FH',
               PORT1 LIT '0E4H',  /* PAGE 3-68 OF 80/20 MANUAL */
               PORT2 LIT '0E5H',
               PORT3 LIT '0E6H',
               PORT4 LIT '0E8H',
               PORT6 LIT '0EAH',
               ENABLE1 LIT '10H';
  18   1      DECLARE COUNTER$SET LIT '0EA5FH';  /* INITIAL VALUE 5 MIN COUNTER */
  19   1      DECLARE HISTORY(5) BYTE EXTERNAL;
  20   1      DECLARE (TURKEY, TFLAG) BYTE EXTERNAL;
  21   1      DECLARE SCORE(5) STRUCTURE(MISS BYTE, HIT BYTE, LOW BYTE, LOW$RIGHT BYTE,
                  RIGHT BYTE, HIGH$RIGHT BYTE, HIGH BYTE, HIGH$LEFT BYTE,
                  LEFT BYTE, LOW$LEFT BYTE, ERROR BYTE, TURKEY BYTE,
                  TARGET$IGNORED BYTE) PUBLIC;
              /* WE WILL USE "ADDER" TO COMPUTE TOTAL SHOTS */
  22   1      DECLARE ADDER(5) STRUCTURE ( J(13) BYTE) PUBLIC AT ( SCORE);
```

```
1      DECLARE SPEED(5) STRUCTURE(SHOTS BYTE, TIME$SUM ADDRESS) PUBLIC;
1      DECLARE TOTAL$TIME ADDRESS;
1      DECLARE DELTA$TIME ADDRESS PUBLIC;
1      DECLARE (FILE,RIFLE,FPTR) BYTE PUBLIC;
1      DECLARE SHOT$FLAG BYTE PUBLIC;
1      DECLARE TARGET$TIME ADDRESS EXTERNAL;
1      DECLARE RIFLE$ID BYTE;
1      DECLARE CRT$STROBE LIT '00010000B';

1      UPI$STROBE: PROCEDURE PUBLIC;
2       OUTPUT(PORT3) = CRT$STROBE;
2       OUTPUT(PORT3) = 0;
2       END UPI$STROBE;

1      TARGET$AVAILABLE: PROCEDURE BYTE PUBLIC;  /* GIVES "TRUE" IF TARGET PRESENT */
2      DECLARE TARGET BYTE;
2      TARGET=INPUT(PORT2);
2       RETURN TARGET;  /* PORT 2 BIT NUMBER 0 WILL BE HIGH IF TARGET PRESENT */
2       END TARGET$AVAILABLE;

1      RIFLE$SHOT: PROCEDURE BYTE PUBLIC;  /* RETURNS "TRUE" IF SHOT FIRED */
2       SHOT$FLAG=INPUT(PORT1);   /* "SHOT$FLAG" IS TRUE WHEN SHOT FIRED' */
2       RETURN SHOT$FLAG;
2       END RIFLE$SHOT;

1      GET$RIFLE$DATA: PROCEDURE PUBLIC;
2       DECLARE SHOT$DATA BYTE;
2      UNRESOLVED: DO WHILE SHOT$FLAG:=INPUT(PORT1);
3       SHOT$DATA=0;     /* NEEDED TO ENTER FOLLOWING "WHO$SHOT" ROUTINE */
3      WHO$SHOT: DO WHILE NOT SHOT$DATA;
4       FILE = (FILE+1) MOD 5;  /* FILE 0 CONTAINS RIFLE NUMBER 1 DATA.
                                    FILE 1 ==> RIFLE 02, ETC. */
4       RIFLE=FILE+1;     /*"FILE" IS INTIALIZED ONLY ONCE. THUS
                                WE START CHECKING WHERE WE LEFT OFF */
4       SHOT$DATA=SHR(SHOT$FLAG,RIFLE);
4       END WHO$SHOT;  /* "RIFLE" EQUALS SHOOTING RIFLE NUMBER */

3      RIFLE$ID = ROR(RIFLE,3);  /* GET RIFLE ID INTO HIGH ORDER BITS */

3       IF NOT TURKEY THEN
3      DO;
4        IF FIRST$SHOT(FILE) THEN
4      HOW$QUICK: DO;
5        IF TARGET$TIME >= CLOCK$READ THEN
5         DELTA$TIME = TARGET$TIME - CLOCK$READ;
         ELSE
5         DELTA$TIME = COUNTER$SET + 1 + TARGET$TIME - CLOCK$READ;
5        SPEED(FILE).TIME$SUM=SPEED(FILE).TIME$SUM + DELTA$TIME;
5        SPEED(FILE).SHOTS = SPEED(FILE).SHOTS + 1;
5        FIRST$SHOT(FILE) = 0;
5         END HOW$QUICK;
4       END;

3      HISTORY(FILE) = 1;

3      OUTPUT(PORT3)=NOT RIFLE AND 0FH; /* SETS 9311 ADDRESS OF /DS1 LINE 0 RIFLE */
3      OUTPUT(PORT6) = ENABLE1;  /* LATCHES SHOT$DATA FROM RIFLE ONTO BUS */
```

```
 69   3      SHOT$DATA=INPUT(PORT2);  /* READS QUADRANT DATA */

 70   3      OUTPUT(PORT6) = 0;  /* RETURNS /DS1 # RIFLE HIGH AND DROPS 8212 FROM BUS */

 71   3      OUTPUT(PORT3)=NOT(8H OR RIFLE) AND 0FH;  /* ADDRESSES 9311 /GOT DATA # RIFLE */
 72   3      OUTPUT(PORT6) = ENABLE1;
 73   3      OUTPUT(PORT6) = 0;

 74   3      CALL COUT(0FFH);        /* OUTPUT "SYN" MESSAGE TO VOTRAX */

 75   3      CALL COUT(0C0H + FILE);    /* RIFLE ADDRESSED */

 76   3      IF (NOT TURKEY) AND TFLAG THEN
 77   3      OK$DATA: DO;  /* ADD IN NEW SCORE DATA. ASSUME FOR PORT 2 THAT
                                BIT 1 = LOW, BIT 2 = RIGHT
                                BIT 3 = HIGH, BIT 4 = LEFT */

 78   4      CALL SCORIT(MESSAGE:=DECODE(SHR(SHOT$DATA,1) AND 0FH),FILE);

 79   4      OUTPUT(PORT6) = NOT(RIFLE$ID + MESSAGE) AND 11101111B;
 80   4      CALL UPI$STROBE;

 81   4      VOTRAX$MESSAGES: DO CASE MESSAGE;
 82   5      CALL COUT(MISS$WD);
 83   5      CALL COUT(HIT$WD);
 84   5      CALL COUT(LOW$WD);
 85   5      DO;
 86   6         CALL COUT(LOW$WD);
 87   6         CALL COUT(RIGHT$WD);
 88   6         END;
 89   5      CALL COUT(RIGHT$WD);
 90   5      DO;
 91   6         CALL COUT(HIGH$WD);
 92   6         CALL COUT(RIGHT$WD);
 93   6         END;
 94   5      CALL COUT(HIGH$WD);
 95   5      DO;
 96   6         CALL COUT(HIGH$WD);
 97   6         CALL COUT(LEFT$WD);
 98   6         END;
 99   5      CALL COUT(LEFT$WD);
100   5      DO;
101   6         CALL COUT(LOW$WD);
102   6         CALL COUT(LEFT$WD);
103   6         END;
104   5       END VOTRAX$MESSAGES;
105   4      END OK$DATA;

106   3      IF TURKEY THEN
107   3      DO;
108   4      TURKEY$DATA: SCORE(FILE).TURKEY = SCORE(FILE).TURKEY+1;
109   4       OUTPUT(PORT6) = NOT(RIFLE$ID + 80H) AND 11101111B;
110   4       CALL UPI$STROBE;   /* SENDS TURKEY TO CONSOLE CRT */
111   4       CALL COUT(NO$WD);
112   4       CALL COUT(TARGET$WD);
```

```
4        END;

3       IF (NOT TFLAG) AND (NOT TURKEY) THEN
3       DO;
4        SCORE(FILE).MISS = SCORE(FILE).MISS + 1;
4        OUTPUT(PORT6) = NOT(RIFLE$ID + 0AH) AND 11101111B;
4        CALL UPI$STROBE;    /* SENDS "MISS, LATE" MESSAGE TO CONSOLE CRT */
4        CALL COUT(MISS$WD);
4        END;

3        CALL COUT(0FFH);      /* VOTRAX SIGN-OFF */

3        END UNRESOLVED;
2       END GET$RIFLE$DATA;

1       WHO$FAILED$TO$SHOOT: PROCEDURE PUBLIC;
2       DO FPTR=0 TO 4;
3        RIFLE$ID = ROR(FPTR+1,3);
3        IF HISTORY(FPTR)=0 THEN
3         DO;
4          SCORE(FPTR).TARGET$IGNORED=SCORE(FPTR).TARGET$IGNORED+1;
4          OUTPUT(PORT6) = NOT(RIFLE$ID + 0CH) AND 11101111B;
4          CALL UPI$STROBE;   /* SENDS TARGET IGNORED TO CONSOL CRT */
4          CALL COUT(0FFH);      /* VOTRAX "INT" MESSAGE */
4          CALL COUT(0C0H + FPTR);       /* ADDRESS RIFLE NOT SHOOTING */
4          CALL COUT(YOU$WD);
4          CALL COUT(FROZE$WD);
4          CALL COUT(0FFH);      /* END OF VOTRAX MESSAGE */
4          END;
3         END;
2         CALL SET$DATA(.HISTORY,5,0);
2        END WHO$FAILED$TO$SHOOT;

1       SHOW$WORST: PROCEDURE PUBLIC;
2        DECLARE BAD$WORD BYTE;
2        DECLARE BAD$NEWS(5) BYTE;
2        HOW$BAD: DO FPTR = 0 TO 4;
3        BAD$NEWS(FPTR) = 0;
3         IF SPEED(FPTR).SHOTS<>0 THEN  /* AVOIDS "WORST-SHOOTER" IF NO RIFLE AT FPTR */
3         BAD$NEWS(FPTR) = SCORE(FPTR).MISS + SCORE(FPTR).TURKEY +
                           SCORE(FPTR).TARGET$IGNORED;
3         END HOW$BAD;
2        BAD$WORD = 1;
2        RIFLE = 1;
2        HUNT$WORST: DO FPTR = 0 TO 3;
3         IF BAD$NEWS(FPTR+1) = BAD$NEWS(RIFLE-1) THEN
3          BAD$WORD = BAD$WORD OR ROL(80H,(FPTR + 2));
3         IF BAD$NEWS(FPTR+1) > BAD$NEWS(RIFLE-1) THEN
3          DO;
4           RIFLE = FPTR + 2;
4           BAD$WORD = (BAD$WORD AND 0) OR ROL(80H,RIFLE);
4           END;
3         END HUNT$WORST;          * RIFLE HAS VALUE OF WORST SHOOTER */
2        OUTPUT(PORT4) = BAD$WORD;
2        END SHOW$WORST;

1       END RIFLE$DATA$MODULE;
```

```
MODULE INFORMATION:

     CODE AREA SIZE     = 03B7H    951D
     VARIABLE AREA SIZE = 0069H    105D
     MAXIMUM STACK SIZE = 0004H      4D
     222 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE CONSOLEMODULE
OBJECT MODULE PLACED IN :F1:CONSOL.OBJ
COMPILER INVOKED BY:  PLM80 :F1:CONSOL.PLM DEBUG IXREF DATE (12 OCT 78)


   1          CONSOLE$MODULE: DO;
              /* THIS MODULE CONTAINS CONSOLE I/O ROUTINES */

   2   1      DECLARE USART$DATA LITERALLY '0ECH',    /* PAGE 3-48 OF 80/20 MANUAL */
               USART$STATUS LITERALLY '0EDH',         /* PAGE 3-44 */
               ESC LITERALLY '1BH',                   /* ASCII "ESCAPE" */
               MASK LITERALLY '7FH',
               ZERO LITERALLY '30H',
               CR LITERALLY '0DH', LF LITERALLY '0AH',
               ENABLE$9311 LITERALLY '10H',
               PORT3 LITERALLY '0E6H',
               PORT6 LITERALLY '0EAH',
               TTY$LINE LITERALLY '08H',
               VOTRAX$LINE LITERALLY '09H',
               USART$CONTROL LITERALLY '0EDH',

              /*********THE SILENT 700 IS HEREAFTER DEFINED AS A TTY ************/
               TTY$MODE LITERALLY '04EH',  /* 1 STOP BITS, 8 BIT, 16X, P. 3-38,41,4-48 */
               VOTRAX$MODE LITERALLY '4EH', /* DITTO EXCEPT 1 STOP BIT */
               USART$COMMAND LITERALLY '27H', /* DATA TERMINAL READY, ETC */
               USART$RESET LITERALLY '40H',
               HELLO (10) BYTE DATA (17, CR,LF,LF,LF, 'LET''S START', CR, LF);
   3   1      DECLARE DECIMAL(3) BYTE EXTERNAL;
   4   1      DECLARE (I,Y,GOS) BYTE;

   5   1      TTY$TIMER: PROCEDURE EXTERNAL;
   6   2       END;

   7   1      VOTRAX$TIMER: PROCEDURE EXTERNAL;
   8   2       END;

   9   1      TTY$SET: PROCEDURE PUBLIC;
  10   2        OUTPUT(PORT3) = TTY$LINE;  /* WILL DIRECT USART OUTPUT TO TTY */
  11   2        OUTPUT(PORT6) = ENABLE$9311;
  12   2        OUTPUT(PORT6) = 0;

  13   2        CALL TTY$TIMER;   /* SETS UP FOR 110 BAUD */

  14   2       OUTPUT(USART$CONTROL) = TTY$MODE;
  15   2       OUTPUT(USART$CONTROL) = USART$COMMAND;
  16   2        END TTY$SET;

  17   1      TTYRES: PROCEDURE PUBLIC;     /* TTY RESET */
  18   2       OUTPUT(USART$CONTROL) = USART$RESET;
  19   2       CALL TTY$SET;
  20   2       END TTYRES;

  21   1      VOTRAX$SET: PROCEDURE PUBLIC;
  22   2        OUTPUT(USART$CONTROL) = VOTRAX$MODE;
  23   2        OUTPUT(USART$CONTROL) = USART$COMMAND;
  24   2      END VOTRAX$SET;
```

```
1      VOTRES: PROCEDURE PUBLIC;    /* VOTRAX RESET */
2        OUTPUT(USART$CONTROL) = USART$RESET;
2        OUTPUT(PORT3) = VOTRAX$LINE;
2        OUTPUT(PORT6) = ENABLE$9311;
2        OUTPUT(PORT6) = 0;

2        CALL VOTRAX$TIMER;
2        CALL VOTRAX$SET;

2        END VOTRES;

1      CIN: PROCEDURE BYTE PUBLIC;    /* GETS A BYTE FROM THE CONSOLE */
2      RXRDY: DO WHILE NOT SHR(INPUT(USART$STATUS) 1);  /* I.E. WHILE INPUT BUFFER
                                                            IS NOT READY */
3        END RXRDY;
2      RETURN MASK AND INPUT(USART$DATA);
2        END CIN;

1      TXRDY: PROCEDURE PUBLIC;
2        DO WHILE NOT SHR(INPUT(USART$STATUS),2);
3         END;
2          END TXRDY;

1      COUT: PROCEDURE (ITEM) PUBLIC;          /* OUTPUTS "ITEM" */
2       DECLARE ITEM BYTE;
2        DO WHILE NOT(INPUT(USART$STATUS));
3           END;
2       OUTPUT(USART$DATA)=ITEM;
2        END COUT;

1      BIT$DUMP: PROCEDURE PUBLIC;
2        Y = INPUT(USART$DATA);       /* "Y" HERE IS A BIT-BUCKET */
2        END BIT$DUMP;

1      PRNTNUM: PROCEDURE PUBLIC;
2       GOS=0;
2       DO I=0 TO 2;
3       IF (Y:=DECIMAL(I)) <> ZERO THEN
3         GOS=1;
3       IF GOS THEN CALL COUT(Y);
3        END;
2       CALL COUT(CR);
2       CALL COUT(LF);
2       END PRNTNUM;

1      PRINT: PROCEDURE(POINTER) PUBLIC;
2       DECLARE (POINTER, FINAL) ADDRESS,
          CHAR BASED POINTER BYTE;
2       FINAL=POINTER+CHAR;           /* FIRST CHAR IS CHARACTER COUNT */
2      LOOP: DO WHILE POINTER < FINAL;
3       POINTER=POINTER+1;
3       CALL COUT(CHAR);
3        END LOOP;
2        END PRINT;

1      GREETING: PROCEDURE PUBLIC;
```

```
  71   2         CALL PRINT(.HELLO);
  72   2         CALL BIT$DUMP;
  73   2         ENABLE;
  74   2         END GREETING;


  75   1      END CONSOLE$MODULE;


MODULE INFORMATION:

     CODE AREA SIZE     = 010FH    271D
     VARIABLE AREA SIZE = 0008H      8D
     MAXIMUM STACK SIZE = 0004H      4D
     115 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE RESULTSMODULE
OBJECT MODULE PLACED IN :F1:RESULT.OBJ
COMPILER INVOKED BY:  PLM80 :F1:RESULT.PLM IXREF DEBUG DATE (3 OCT 78)


  1          RESULTS$MODULE: DO;

  2   1      TTYRES: PROCEDURE EXTERNAL;
  3   2        END TTYRES;

  4   1      COMPOSITE: PROCEDURE EXTERNAL;
  5   2                 END COMPOSITE;

  6   1      COMMENT: PROCEDURE EXTERNAL;
  7   2             END COMMENT;

  8   1      COUT: PROCEDURE (LTR) EXTERNAL;
  9   2        DECLARE LTR BYTE;
 10   2        END COUT;

 11   1      PRINT: PROCEDURE (POINTER) EXTERNAL;
 12   2         DECLARE POINTER ADDRESS;
 13   2       END PRINT;

 14   1      PRNTNUM: PROCEDURE EXTERNAL;
 15   2       END PRNTNUM;

 16   1      DECLARE (RIFLE, FILE) BYTE EXTERNAL;
 17   1      DECLARE  CR LITERALLY '0DH', LF LITERALLY '0AH';
 18   1      DECLARE SCORE (5) STRUCTURE(MISS BYTE, HIT BYTE, LOW BYTE, LOW$RIGHT BYTE,
                  RIGHT BYTE, HIGH$RIGHT BYTE, HIGH BYTE, HIGH$LEFT BYTE,
                  LEFT BYTE, LOW$LEFT BYTE, ERROR BYTE, TURKEY BYTE,
                  TARGET$IGNORED BYTE) EXTERNAL;
 19   1      DECLARE DECIMAL(3) BYTE PUBLIC;
 20   1      DECLARE (I,Z) BYTE,
                    (SUM$SHOTS, NEAR$MISSES) BYTE PUBLIC;


 21   1      DECLARE ADDER(5) STRUCTURE(J(13) BYTE) EXTERNAL;
 22   1      DECLARE SPEED(5) STRUCTURE(SHOTS BYTE, TIME$SUM ADDRESS) EXTERNAL;
 23   1      DECLARE AVG$TIME ADDRESS PUBLIC;

 24   1      CONVRT: PROCEDURE(HEX);
 25   2       DECLARE HEX BYTE;
 26   2       DO I=0 TO 2;
 27   3       DECIMAL(2-I)= HEX MOD 10 + 30H;
 28   3       HEX = HEX / 10;
 29   3        END;
 30   2       END CONVRT;

 31   1      DECLARE RIFLE$ID(8) BYTE DATA(7,'RIFLE: ');
 32   1      DECLARE TOTAL$SHOTS(14) BYTE DATA(13,'TOTAL SHOTS: ');
 33   1      DECLARE RIFLE$HIT(7) BYTE DATA(6,'HITS: ');
 34   1      DECLARE RIFLE$MISS(9) BYTE DATA(8,'MISSES: ');
 35   1      DECLARE RIFLE$LOW(7) BYTE DATA(6,'LOWS: ');
 36   1      DECLARE RIFLE$LOWRIGHT(13) BYTE DATA(12,'LOW RIGHTS  ');
```

```
DECLARE RIFLE$RIGHT(9) BYTE DATA(8,'RIGHTS: ');
DECLARE RIFLE$HIGH$RIGHT(14) BYTE DATA(13,'HIGH RIGHTS: ');
DECLARE RIFLE$HIGH(8) BYTE DATA(7,'HIGHS: ');
DECLARE RIFLE$HIGH$LEFT(13) BYTE DATA(12,'HIGH LEFTS: ');
DECLARE RIFLE$LEFT(8) BYTE DATA(7,'LEFTS: ');
DECLARE RIFLE$LOW$LEFT(12) BYTE DATA(11,'LOW LEFTS: ');
DECLARE RIFLE$TURKEY(12) BYTE DATA(11,'NO TARGET: ');
DECLARE RIFLE$TARGET$IGNORED(18) BYTE DATA(17,'TARGETS IGNORED: ');
DECLARE BLANK(3) BYTE DATA(2,CR,LF);
DECLARE HOW$MANY$SHOTS(18) BYTE DATA(17,'TARGETS SHOT AT: ');
DECLARE AVERAGE$TIME(15) BYTE DATA(14,'AVERAGE TIME: ');
DECLARE UNITS(8) BYTE DATA(7,'SECONDS');
DECLARE YOUR$SCORE (18) BYTE DATA (17,'YOUR RESULTS ARE:');

DECLARE NAME(5) STRUCTURE(LETTER(9) BYTE) EXTERNAL,
        DATE (11) BYTE EXTERNAL,
        ID$NUMBER (6) BYTE EXTERNAL,
        ID$FLAG BYTE EXTERNAL;

PRESENT$RESULTS: PROCEDURE PUBLIC;

DISABLE;

 CALL TTYRES;        /* RESET FOR TTY OUTPUT SEE CONSOL MODULE */

 CALL PRINT(.BLANK);
 CALL PRINT(.BLANK);

 IF ID$FLAG THEN DO;
 CALL PRINT(.DATE);
 CALL PRINT(.ID$NUMBER);
  END;

  CALL PRINT(.BLANK);
  CALL PRINT(.BLANK);

ONE$RIFLE$RESULTS: DO RIFLE=1 TO 5;

IF SPEED(RIFLE-1).SHOTS <> 0 THEN
TYPE$IT: DO;

 CALL PRINT(.BLANK);

 CALL PRINT(.RIFLE$ID);
 CALL COUT(RIFLE+30H);

  CALL PRINT(.BLANK);
  CALL PRINT(.BLANK);

IF ID$FLAG THEN
  CALL PRINT(.NAME(RIFLE-1));
 CALL PRINT(.YOUR$SCORE);

 CALL PRINT(.BLANK);
 CALL PRINT(.BLANK);

 FILE=RIFLE-1;
```

```
4      CALL PRINT(.TOTAL$SHOTS);

4      SUM$SHOTS = 0;
4     SUM: DO Z=0 TO 11;
5      SUM$SHOTS = SUM$SHOTS + ADDER(FILE).J(Z);
5       END SUM;

4      NEAR$MISSES = 0;
4     SUM2: DO Z = 2 TO 9;
5      NEAR$MISSES = NEAR$MISSES + ADDER(FILE).J(Z);
5       END SUM2;

4      CALL CONVRT(SUM$SHOTS);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$HIT);
4      CALL CONVRT(SCORE(FILE).HIT);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$MISS);
4      CALL CONVRT(SCORE(FILE).MISS);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$LOW);
4      CALL CONVRT(SCORE(FILE).LOW);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$LOW$RIGHT);
4      CALL CONVRT(SCORE(FILE).LOW$RIGHT);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$RIGHT);
4      CALL CONVRT(SCORE(FILE).RIGHT);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$HIGH$RIGHT);
4      CALL CONVRT(SCORE(FILE).HIGH$RIGHT);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$HIGH);
4      CALL CONVRT(SCORE(FILE).HIGH);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$HIGH$LEFT);
4      CALL CONVRT(SCORE(FILE).HIGH$LEFT);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$LEFT);
4      CALL CONVRT(SCORE(FILE).LEFT);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$LOW$LEFT);
4      CALL CONVRT(SCORE(FILE).LOW$LEFT);
4      CALL PRNTNUM;

4      CALL PRINT(.RIFLE$TURKEY);
```

```
 119   4        CALL CONVRT(SCORE(FILE).TURKEY);
 120   4        CALL PRNTNUM;

 121   4        CALL PRINT(.RIFLE$TARGET$IGNORED);
 122   4        CALL CONVRT(SCORE(FILE).TARGET$IGNORED);
 123   4        CALL PRNTNUM;

 124   4        CALL PRINT(.HOW$MANY$SHOTS);
 125   4        CALL CONVRT(SPEED(FILE).SHOTS);
 126   4        CALL PRNTNUM;

 127   4        CALL PRINT(.AVERAGE$TIME);
 128   4        IF (Z:=SPEED(FILE).SHOTS)=0 THEN Z=1;
 130   4        AVG$TIME = (SPEED(FILE).TIME$SUM/20)/Z;
 131   4        CALL CONVRT(LOW(AVG$TIME));
 132   4        IF(Z:=DECIMAL(0)) <> 30H THEN CALL COUT(Z);
 134   4         CALL COUT(DECIMAL(1));
 135   4        CALL COUT(2EH);   /* A PERIOD OR DECIMAL POINT */
 136   4        CALL COUT(DECIMAL(2));
 137   4        CALL COUT(20H);
 138   4        CALL PRINT(.UNITS);
 139   4        CALL COUT(CR);
 140   4        CALL COUT(LF);

 141   4        CALL PRINT(.BLANK);
 142   4        CALL COMMENT;    /* COMMENT AS TO REACTION TIME */

 143   4        CALL PRINT(.BLANK);
               /*************************************************************

                 COMPOSITE IS EASY TO CHANGE. IT'S IN MODULE "FINAL"

                *************************************************************/

 144   4        CALL COMPOSITE;    /* THE COMPOSITE SCORE IS INITIALLY: =
                                      100*(HITS/SHOTS) + 60*(NEAR MISSES/SHOTS) +
                                      10*(TIME CREDIT FROM PROCEDURE "COMMENT", ABOVE)
                                      - 2*(NUMBER OF TARGETS IGNORED) */

 145   4        CALL PRINT(.BLANK);

 146   4         END TYPE$IT;

 147   3         END ONE$RIFLE$RESULTS;

 148   2       ENABLE;

 149   2        END PRESENT$RESULTS;

 150   1       END RESULTS$MODULE;


MODULE INFORMATION:

     CODE AREA SIZE     = 0491H   1169D
     VARIABLE AREA SIZE = 000AH     10D
     MAXIMUM STACK SIZE = 0006H      6D
     215 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE FINALMODULE
OBJECT MODULE PLACED IN :F1:FINAL.OBJ
COMPILER INVOKED BY:  PLM80 :F1:FINAL.PLM IXREF DEBUG DATE (25 JUN 79)



  1          FINAL$MODULE: DO;
  2   1      DECLARE SPEED(5) STRUCTURE(SHOTS BYTE, TIME$SUM ADDRESS) EXTERNAL,
                    (FILE, RIFLE, SUM$SHOTS, NEAR$MISSES) BYTE EXTERNAL,
                    N BYTE, AVG$TIME ADDRESS EXTERNAL,
                    SCORE(5) STRUCTURE(MISS BYTE, HIT BYTE, LOW BYTE, LOW$RIGHT BYTE,
                                       RIGHT BYTE, HIGH$RIGHT BYTE, HIGH BYTE,
                                       HIGH$LEFT BYTE, LEFT BYTE, LOW$LEFT BYTE,
                                       ERROR BYTE, TURKEY BYTE, TARGET$IGNORED BYTE)
                                       EXTERNAL,
                    FAST (42) BYTE DATA (41,'MAN!! YOU''RE THE FASTEST SHOT IN THE WEST'),
                    GOOD (25) BYTE DATA (24,'HEY! YOU''RE PRETTY QUICK'),
                    FAIR (38) BYTE DATA (37,'OH WELL! THERE''S HOPE IF YOU SPEED UP'),
                    POOR (30) BYTE DATA (29,'SORRY, BUT YOU''RE PRETTY SLOW'),
                    CR LITERALLY '0DH', LF LITERALLY '0AH',
                    (TIME$CREDIT, N) BYTE;

  3   1      COUT: PROCEDURE (LTR) EXTERNAL;
  4   2        DECLARE LTR BYTE;
  5   2        END COUT;

  6   1      PRINT: PROCEDURE (POINTER) EXTERNAL;
  7   2           DECLARE POINTER ADDRESS;
  8   2                   END PRINT;

  9   1      COMMENT: PROCEDURE PUBLIC;
 10   2        IF AVG$TIME <= 5 THEN
 11   2        DO;
 12   3          CALL PRINT(.FAST);
 13   3          TIME$CREDIT = 3;
 14   3          END;
 15   2        ELSE IF AVG$TIME <= 9 THEN
 16   2         DO;
 17   3          CALL PRINT(.GOOD);
 18   3          TIME$CREDIT = 2;
 19   3          END;
 20   2        ELSE IF AVG$TIME <= 13 THEN
 21   2          DO;
 22   3          CALL PRINT(.FAIR);
 23   3          TIME$CREDIT = 1;
 24   3          END;
 25   2        ELSE   DO;
 26   3          CALL PRINT(.POOR);
 27   3          TIME$CREDIT = 0;
 28   3          END;
 29   2        END COMMENT;

 30   1      HX2AS: PROCEDURE(HEX$ADR, DEC$ADR) PUBLIC;
 31   2      DECLARE(HEX$ADR, DEC$ADR) ADDRESS,
                    HEX BASED HEX$ADR ADDRESS,
                    DECIMAL BASED DEC$ADR (5) BYTE,
                    (N,M) BYTE;
 32  2       DO N = 0 TO 4;
 33  3        N=4-N;
 34  3        DECIMAL(N) = HEX MOD 10 + 30H;
 35  3        HEX = HEX/10;
 36  3        END;
 37  2       N=0;
 38  2       DO WHILE DECIMAL(N) = 30H AND N<5;
 39  3        DECIMAL(N) = 20H;                 /* REPLACE LEADING ZEROS WITH SPACES */
 40  3        N = N + 1;
 41  3        END;
 42  2       END HX2AS;

 43  1      COMPOSITE: PROCEDURE PUBLIC;
 44  2       DECLARE COMP(24) BYTE DATA(23,'YOUR OVERALL SCORE IS: '),
                    OVERALL ADDRESS,
                    DEC$NUM (5) BYTE;
 45  2       OVERALL = 100*(SCORE(FILE).HIT)/SUM$SHOTS + 60*NEAR$MISSES/SUM$SHOTS
                     + 10*TIME$CREDIT - 2*(SCORE(FILE).TARGET$IGNORED);
 46  2       CALL PRINT(.COMP);

 47  2      IF OVERALL < 0F00H THEN DO;  /* I.E. CHECK FOR NEGATIVE SCORE */
 49  3       CALL HX2AS(.OVERALL,.DEC$NUM);
 50  3         DO N = 0 TO 4;
 51  4         CALL COUT(DEC$NUM(N));
 52  4          END;
 53  3        END;


 54  2       CALL COUT(CR);
 55  2       CALL COUT(LF);
 56  2       CALL COUT(LF);
 57  2        END COMPOSITE;

 58  1       END FINAL$MODULE;


MODULE INFORMATION:

     CODE AREA SIZE     = 0229H    553D
     VARIABLE AREA SIZE = 0010H     16D
     MAXIMUM STACK SIZE = 0008H      8D
     85 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE INTERRUPT7
OBJECT MODULE PLACED IN :F1:INTER.OBJ
COMPILER INVOKED BY:  PLM80 :F1:INTER.PLM IXREF DEBUG DATE (3 OCT 78)



              $NOINTVECTOR

   1          INTERRUPT7: DO;

   2   1      DECLARE TRAIN BYTE EXTERNAL,
                ADOCW2 LITERALLY '0D0H',  /* ADDRESS TO WHICH WE SEND THE FOLLOWING
                                             NON-SPECIFIC END OF INTERRUPT: */
                OCW2E LITERALLY '20H';    /* THE NON-SPECIFIC EOI, SEE PAGE 3-100
                                             AND PAGE 3-100 */


   3   1      INTERRUPT$ROUTINE: PROCEDURE INTERRUPT 7 PUBLIC;
   4   2       TRAIN=0;           /* PROGRAM WILL CALL FOR RESULTS TO BE TYPED OUT */
   5   2       OUTPUT(ADOCW2) = OCW2E;
   6   2       END INTERRUPT$ROUTINE;

   7   1      END INTERRUPT7;



MODULE INFORMATION:

     CODE AREA SIZE     = 0013H     19D
     VARIABLE AREA SIZE = 0000H      0D
     MAXIMUM STACK SIZE = 0000H      0D
     17 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ASM48 :F1:UPI41C.SRC MACROFILE DEBUG MOD41 TITLE('18 JAN 79')


ISIS-II MCS-48/UPI-41 MACRO ASSEMBLER, V2 0          PAGE    1
18 JAN 79

  LOC  OBJ        SEQ        SOURCE STATEMENT

                    1 ;       ASSEMBLY LANGUAGE PROGRAM WRITTEN FOR THE UPI-41
                    2 ;       (UNIVERSAL PERIPHERAL INTERFACE-41) DURING THE
                    3 ;       SUMMER TERM OF ACADEMIC YEAR 77-78 BY THOMAS J
                    4 ;       RIORDAN WHILE WORKING AS A GRADUATE ASSISTANT
                    5 ;       FOR DR. HERBERT C. TOWLE AT THE NAVAL TRAINING
                    6 ;       EQUIPMENT CENTER (NTEC) IN ORLANDO FLORIDA.
                    7 ;
                    8 ;
                    9 ;       THE PROGRAM ACCEPTS A PARALLEL DATA TRANSFER FROM
                   10 ;       AN OUTPUT PORT (8255) OF AN INTEL SBC-80/20-4
                   11 ;       SINGLE BOARD COMPUTER SYSTEM.  THE DATA WORD IS
                   12 ;       DECODED TO OBTAIN A REFERENCE COLUMN ON THE FACE
                   13 ;       OF AN ADM CRT.  THE CRT CURSOR IS THEN POSITIONED
                   14 ;       IN THAT COLUMN.  THE DATA WORD IS FURTHER DECODED
                   15 ;       TO OBTAIN THE ADDRESS IN ROM OF A TEXT STRING WHICH
                   16 ;       IS THEN SHIFTED OUT SERIALLY THROUGH AN I/O PORT
                   17 ;       LINE OF THE UPI-41 AT 19200 BAUD.  THE PROGRAM
                   18 ;       IS INTERRUPT DRIVEN AND UTILIZES A FIFO STACK TO
                   19 ;       BALANCE OUT DISPARITIES BETWEEN THE RATE AT WHICH IT
                   20 ;       CAN SHIFT OUT SERIAL DATA AS COMPARED TO THE HIGHEST
                   21 ;       POSSIBLE RATE AT WHICH IT MUST ACCEPT PARALLEL DATA.
                   22 ;
                   23 ;       THE RUNTIME CONFIGURATION OF THE UPI-41 IS AS FOLLOWS:
                   24 ;
                   25 ;       REGISTER BANK 0
                   26 ;
                   27 ;
                   28 ;       REGISTER 0(R0)  7 BIT ASCII CODE COUNTER
                   29 ;       REGISTER 1(R1)  ASCII CHAR TO BE OUTPUT
                   30 ;       REGISTER 2(R2)  COUNT FOR VARIABLE DELAY
                   31 ;       REGISTER 3(R3)  OUTPUT STRING ADDRESS
                   32 ;       REGISTER 4(R4)  MASK VALUE FROM LOOKUP TABLE
                   33 ;       REGISTER 5(R5)  BINARY CODE FOR CRT COLUMN POSITION
                   34 ;       REGISTER 6(R6)  COUNTER FOR STRING OUTPUT
                   35 ;       REGISTER 7(R7)  PARALLEL DATA TRANSFER
                   36 ;
                   37 ;       REGISTER BANK 1
                   38 ;
                   39 ;
                   40 ;       REGISTER 0(R0)  CURRENT DATA POINTER
                   41 ;       REGISTER 1(R1)  FINAL DATA POINTER
                   42 ;       REGISTER 2(R2)  QUEUE STATUS
                   43 ;       REGISTER 3(R3)  ACCUMULATOR STORAGE
                   44 ;       REGISTER 4(R4)  UNUSED
                   45 ;       REGISTER 5(R5)  CONSTANT=193D
                   46 ;       REGISTER 6(R6)  CONSTANT=224D
                   47 ;       REGISTER 7(R7)  TEMPORARY DATA WORD STORAGE
                   48 ;
                   49 ;
                   50 ;       PORT 1   SERIAL TRANSMISSION ON BIT 0
                   51 ;       PORT 2   LINES 0-4 USED AS A MASK INPUT TO INHIBIT TEXT
                   52 ;                STRING OUTPUT.  LINE 7 USED TO ENABLE CHIP SELECT
```

```
 LOC  OBJ        SEQ       SOURCE STATEMENT

                  53 ;
                  54 ;
                  55 ;
                  56 ;
 0000             57          ORG 0
 0000 040A        58          JMP    INIT    ;PRESERVE INTERRUPT VECTORS
 0003             59          ORG 3D         ;EXTERNAL INTERRUPT VECTOR
 0003 0458        60 EXTINT:  JMP    INROUT  ;JUMP TO INTERRUPT ROUTINE
 0007             61          ORG 7D         ;TIMER INTERRUPT VECTOR
 0007 046A        62 TIMINT:  JMP    TIINRT  ;TIMER INTERRUPT ROUTINE
 000A             63          ORG 10D
 000A 95          64 INIT:    CPL    F0      ;SET FLAG SO INTERRUPTS NOT ENABLED
                  65                         ;DURING INITIALIZATION ROUTINE
 000B 9AE0        66          ANL    P2,#0E0H        ;NUMBER WILL DRIVE LINES 0-4 TO GROUND IN CASE
                  67                         ;THE SIMULATION PGM IS GOING TO BE RUN I.E.
                  68                         ;THIS WILL KEEP EACH RIFLE FROM PICKING UP
                  69                         ;AN EXTRANEOUS SHOT DUE TO THE OUTPUT LINES
                  70                         ;COMING UP HIGH--00/20 8212 CLEAR WILL NOT
                  71                         ;HAVE BEEN DONE AT THIS POINT IN TIME--,
                  72                         ;LINES 5 & 6 WILL BOTH BE HIGH AS REQUIRED
                  73                         ;TO LET AN EXTERNAL SIGNAL CONTROL THE TAR PRES FLAG,
                  74                         ;BUT WILL NOT ENABLE THE CHIP SELECT WHICH
                  75                         ;IS TIED TO LINE 7
 000D B91A        76          MOV    R1,#1AH ;ASCII CHAR TO CLEAR CRT SCREEN
 000F 3430        77          CALL   OUTPUT
 0011 3450        78          CALL   DELAY1
 0013 341A        79          CALL   LOCSET  ;SET UP CRT TO ACCEPT X COORD VALUE
 0015 B920        80          MOV    R1,#20H ;X VALUE FOR COLUMN 1
 0017 3430        81          CALL   OUTPUT  ;ROUTINE TO SEND ASCII CHARACTER
 0019 D5          82          SEL    RB1
 001A B820        83          MOV    R0,#32D ;INITIAL VALUE FOR READ MEMORY POINTER
 001C B920        84          MOV    R1,#32D ;INITIAL VALUE FOR WRITE MEMORY POINTER
 001E BA00        85          MOV    R2,#0   ;CLEAR QUEUE STATUS REGISTER
 0020 BEE0        86          MOV    R6,#224D        ;224 + 32 AVAILABLE LOCATIONS IN RAM
                  87                                 ;= 256 =) OVERFLOW
 0022 BDC1        88          MOV    R5,#193D        ;193 + 63(LAST RAM ADDRESS) = 256 =)
                  89                                 ;OVERFLOW
 0024 9A60        90          ANL    P2,#60H ;ENABLE CHIP SELECT
 0026 05          91          EN     I       ;ENABLE EXTERNAL INTERRUPTS
 0027 FA          92 WAIT:    MOV    A,R2    ;GET QUEUE STATUS
 0028 C627        93          JZ     WAIT    ;IF QUEUE EMPTY NO ACTION
                  94 ;
                  95 ;
                  96 ;
                  97 ;
                  98 ;
 002A F0          99 START:   MOV    A,@R0   ;GET DATA FROM RAM LOCATION
 002B AF         100          MOV    R7,A    ;STORE DATA
 002C CA         101          DEC    R2      ;DECREMENT QUEUE STATUS REGISTER
 002D FD         102          MOV    A,R5    ;193 DECIMAL
 002E 68         103          ADD    A,R0    ;CHECK FOR LAST ACCESS BEING @ TOP OF RAM
 002F 9633       104          JNZ    CONT
 0031 B81F       105          MOV    R0,#31D ;ONE LESS THAN BOTTOM OF RAM
 0033 18         106 CONT     INC    R0      ;NEXT RAM ACCESS LOCATION
 0034 FF         107          MOV    A,R7    ;RETRIEVE DATA
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 LOC  OBJ         SEQ        SOURCE STATEMENT

 0035 C5          108        SEL     RB0
 0036 AF          109        MOV     R7,A     ;STORE DATA
 0037 4310        110        ORL     A,010H   ;SET BIT WHICH IS HARD WIRED LOW
 0039 37          111        CPL     A
 003A 963E        112        JNZ     CONTM
 003C 4410        113        JMP     RIFSIM   ;IF CODE FOR RIFLE SIMULATION ROUTINE
                  114                         ;WAS SENT JUMP TO IT
 003E 8A1F        115 CONTM: ORL     P2,01FH  ;IF SIMULATION PGM NOT BEING RUN
                  116                         ;THEN PORT 2 0-4 MUST BE INPUTS.
 0040 FF          117        MOV     A,R7     ;RETRIEVE DATA
 0041 3405        118        CALL    MASK     ;CHECK TO SEE IF OUTPUT DESIRED
 0043 B655        119        JF0     ESCAPE   ;IF FLAG SET WAIT FOR NEW DATA
 0045 341A        120        CALL    LOCSET   ;SET UP ADM TO ACCEPT X-COORD VALUE
 0047 FD          121        MOV     A,R5     ;GET RIFLE ID FROM PROCEDURE MASK STORAGE
                  122                         ;LOCATION
 0048 3414        123        CALL    TAB      ;TAB OVER TO LOCATION CORRES TO RIFLE 0
 004A FF          124        MOV     A,R7     ;RETRIEVE 80/20 DATA
 004B 47          125        SWAP    A        ;PUT CODE FOR TYPE OF SHOT
                  126                         ;IN UPPER 4 BITS TO ALLOW ACCESS TO
                  127                         ;16 MEMORY LOCATIONS PER SHOT TYPE
 004C 53F0        128        ANL     A,00F0H  ;MASK OUT LOW ORDER BITS
 004E AB          129        MOV     R3,A     ;STORE RELATIVE ADDRESS OF CHAR STRING
 004F E3          130        MOVP3   A,@A     ;GET STRING LENGTH
 0050 AE          131        MOV     R6,A     ;STORE COUNTER VALUE
 0051 3427        132        CALL    STROUT   ;PROCEDURE TO OUTPUT ASCII STR
 0053 345D        133        CALL    CRLF
 0055 D5          134 ESCAPE: SEL    RB1      ;RETURN TO CORRECT REG BANK FOR WAIT LOOP
 0056 0427        135        JMP     WAIT
                  136 ;
                  137 ;
                  138 ;
                  139 ;
                  140 ;
 0058 D5          141 INROUT: SEL    RB1      ;INTERRUPT REG BANK
 0059 AB          142        MOV     R3,A     ;SAVE ACCUMULATOR
 005A FE          143        MOV     A,R6     ;224D
 005B 6A          144        ADD     A,R2
 005C C668        145        JZ      QUEFUL   ;CHECK FOR QUEUE FULL
 005E 1A          146        INC     R2       ;INCREMENT QUEUE STATUS REGISTER
 005F 22          147        IN      A,DBB    ;INPUT DATA
                  148                         ;FROM SR INTERRUPT STORE FF
 0060 A1          149        MOV     @R1,A    ;STORE NEW DATA
 0061 FD          150        MOV     A,R5     ;193D
 0062 69          151        ADD     A,R1     ;CHECK TO SEE IF STORE WAS
                  152                         ;IN LAST AVAILABLE RAM LOCATION
 0063 9667        153        JNZ     CONT1    ;IF NOT THEN CONTINUE
 0065 B91F        154        MOV     R1,#31D  ;BOTTOM OF QUEUE
 0067 19          155 CONT1: INC     R1       ;INCREMENT WRITE POINTER REG
 0068 FB          156 QUEFUL: MOV    A,R3     ;RESTORE ACCUMULATOR
 0069 93          157        RETR             ;RETURN FROM INTERRUPT
 006A 65          158 TIINRT: STOP   TCNT            ;PREVENT FURTHER TIMER OVERFLOW
 006B C7          159        MOV     A,PSW           ;THIS SEQUENCE OF OPERATIONS ALLOWS
 006C 07          160        DEC     A               ;THE RETURN ADDRESS WHICH WAS STORED
 006D 5307        161        ANL     A,007H          ;ON THE STACK TO BE ALTERED SO THAT
 006F E7          162        RL      A               ;ON RETURN IT WILL NOT CONTINUE IN
 LOC  OBJ         SEQ        SOURCE STATEMENT

0070 0300          163       ADD     A,00          ;THE SAME LOOP IT WAS IN WHICH FORCED
0072 A8            164       MOV     R0,A          ;THE INTERRUPT CALL IN THE FIRST PLACE.
0073 10            165       INC     @R0           ;PROCEDURE CAN BE FIGURED OUT BY REF
0074 10            166       INC     @R0           ;UPI-41 MANUAL PP. 2-8,9.
0075 2314          167       MOV     A,#LOW FAL1
0077 54AD          168       CALL    FAIL
0079 93            169       RETR
007A 23F0          170 FINIS: MOV    A,# LOW DONE           ;TEST COMPLETE MESSAGE
007C AB            171       MOV     R3,A
007D E3            172       MOVP3   A,@A
007E AE            173       MOV     R6,A
007F 3427          174       CALL    STROUT
0081 345D          175       CALL    CRLF
0083 0483          176 HERE:  JMP    HERE              ;WAIT FOR RESET(EXTERNAL)
                   177 ;
                   178 ;
                   179 ;  SUBROUTINES IN FIRST PAGE OF MEMORY
                   180 ;
                   181 ;
                   182 ;
0100               183        ORG 256D
0100 01            184 MSKDAT: DB      1D,2D,4D,8D,16D
0101 02
0102 04
0103 08
0104 10
0105 53E0          185 MASK:   ANL     A,#0E0H ;MASK OUT 5 LOW ORDER BITS
0107 47            186         SWAP    A       ;RIFLE ID IN BITS 1,2,3
0108 77            187         RR      A       ;IN BITS 0,1,2
0109 AD            188         MOV     R5,A    ;STORE RIFLE CODE
010A 07            189         DEC     A       ;RIFLE CODE(FILE) 0-4
010B A3            190         MOVP    A,@A    ;GET LOOKUP VALUE FOR CURRENT RIFLE
010C AC            191         MOV     R4,A    ;STORE VALUE
010D 0A            192         IN      A,P2    ;GET RIFLE MASK
010E 5C            193         ANL     A,R4
010F 85            194         CLR     F0
0110 9613          195         JNZ     CONT2   ;JUMP IF RIFLE NOT MASKED
0112 95            196         CPL     F0      ;SET FLAG INDICATING MASK
0113 83            197 CONT2:  RET             ;RETURN FROM SUBROUTINE
0114 17            198 TAB:    INC     A       ;CREATE CORRECT DIGIT FOR HIGH BYTE
0115 47            199         SWAP    A       ;PUT IN HIGH BYTE
0116 A9            200         MOV     R1,A
0117 3430          201         CALL    OUTPUT
0119 83            202         RET             ;RETURN FROM SUBROUTINE
011A B91B          203 LOCSET: MOV     R1,#1BH ;ASCII ESCAPE (REF ADM MANUAL
                   204                         ;RE CURSOR POSITIONING)
011C 3430          205         CALL    OUTPUT
011E B93D          206         MOV     R1,#3DH ;ASCII EQUALS
0120 3430          207         CALL    OUTPUT
0122 B937          208         MOV     R1,#37H ;ROW 24 OF ADM TERMINAL
0124 3430          209         CALL    OUTPUT
0126 83            210         RET             ;RETURN FROM SUBROUTINE
0127 1B            211 STROUT: INC     R3      ;GET TO LOCATION OF TEXT BEGINNING
0128 FB            212         MOV     A,R3    ;RETRIEVE PAGE 3 ADDRESS OF
                   213                         ;ASCII STRING
 LOC  OBJ        SEQ        SOURCE STATEMENT

 0129 E3         214         MOVP3  A,@A   ;GET ASCII CHARACTER
 012A A9         215         MOV    R1,A
 012B 3430       216         CALL   OUTPUT
 012D EE27       217         DJNZ   R6,STROUT      ;HAVE ALL CHAR BEEN OUTPUT
 012F 83         218         RET           ;RETURN FROM SUBROUTINE
 0130 15         219 OUTPUT: DIS    I
 0131 B807       220         MOV    R0,#07H ;SERIAL BIT COUNTER
 0133 F9         221         MOV    A,R1   ;GET ASCII CHARACTER TO BE OUTPUT
 0134 9900       222         ANL    P1,#00H ;PUT OUT START BIT
 0136 BA04       223         MOV    R2,#04H ;SET UP DELAY LOOP LENGTH
 0138 344D       224         CALL   DELAY
 013A 39         225 LOOP1:  OUTL   P1,A   ;OUTPUT CURRENT BIT OF SERIAL CODE
 013B 77         226         RR     A      ;GET NEXT BIT OF ASCII CODE
 013C 00         227         NOP           ;WAIT 1 INSTRUCTION CYCLE TO COMPENSATE
                 228                       ;FOR RR BEING A SINGLE CYCLE OPERATION
 013D BA02       229         MOV    R2,#02H ;SET UP DELAY LOOP LENGTH
 013F 344D       230         CALL   DELAY
 0141 E83A       231         DJNZ   R0,LOOP1       ;TEST FOR 7 BITS OUTPUT
 0143 8901       232         ORL    P1,#01H ;PUT OUT STOP BIT
 0145 BA03       233         MOV    R2,#03H ;SET UP DELAY LOOP LENGTH
 0147 344D       234         CALL   DELAY
 0149 B64C       235         JF0    NOINEN ;IF IN SETUP SEGMENT DONT ENABLE INTERRUPTS
 014B 05         236         EN     I
 014C 83         237 NOINEN: RET           ;RETURN FROM SUBROUTINE
 014D EA4D       238 DELAY:  DJNZ   R2,DELAY       ;VARIABLE DELAY DEPENDING ON R2
 014F 83         239         RET           ;RETURN FROM SUBROUTINE
 0150 B996       240 DELAY1: MOV    R1,#150D       ;NESTED DELAY LOOP, APPROX 1/4 SEC
 0152 BAFF       241 DLOOP:  MOV    R2,#0FFH       ;
 0154 344D       242         CALL   DELAY
 0156 E952       243         DJNZ   R1,DLOOP
 0158 83         244         RET
 0159 FE         245 PULBIT: MOV    A,R6           ;CURRENT RIFLE NUMBER
 015A 07         246         DEC    A              ;CREATE POINTER FOR LOOKUP TABLE
 015B A3         247         MOVP   A,@A           ;GET BYTE WITH CORRECT PULSE BIT SET
 015C 83         248         RET
 015D B90A       249 CRLF:   MOV    R1,#0AH        ;LINE FEED
 015F 3430       250         CALL   OUTPUT
 0161 B90D       251         MOV    R1,#0DH        ;CARRIAGE RETURN
 0163 3430       252         CALL   OUTPUT
 0165 83         253         RET
 0166 27         254 CHECK:  CLR    A              ;TIMER STARTING COUNT FOR TIMEOUT
                 255                               ;THE PROCESSOR WILL BE INTERRUPTED
                 256                               ;IF THE 80/20 DOESN'T RESPOND WITHIN
                 257                               ;A SPECIFIED TIME.
 0167 62         258         MOV    T,A            ;LOAD TIMER
 0168 55         259         STRT   T              ;START TIMER
 0169 5669       260 LOOK:   JT1    LOOK           ;UPI WILL LOOK FOR RESET UNTIL
                 261                               ;TIMEOUT HAS OCCURED.
 016B 65         262         STOP   TCNT           ;INTERRUPT MUST NOT OCCUR
 016C B90A       263         MOV    R1,#10D        ;GIVE 80/20 SUFFICIENT TIME TO
 016E BAFF       264 LOOPZ:  MOV    R2,#0FFH       ;SEND OUT VOTRAX INITILIZATION WORDS
 0170 344D       265         CALL   DELAY
 0172 E96E       266         DJNZ   R1,LOOPZ
 0174 D680       267         JNIBF  NOINTR         ;RESPONSE FROM 80/20?
 0176 22         268         IN     A,DBB          ;BRING IN 80/20 DATA
 LOC  OBJ         SEQ        SOURCE STATEMENT

0177 DC           269          XRL     A,R4          ;IF IDENTICAL RESULT IS ZERO
0178 C684         270          JZ      NEXT1         ;THEN GO ON WITH TEST
017A 231A         271          MOV     A,# LOW FAL2
017C 54AD         272          CALL    FAIL
017E 2484         273          JMP     NEXT1
0180 2324         274 NOINTR:  MOV     A,# LOW FAL3
0182 54AD         275          CALL    FAIL          ;INDICATE FAILURE
0184 B90A         276 NEXT1:   MOV     R1,#10D       ;GIVE 80/20 TIME TO SEND REMAINING
                  277                                ;PORTION OF MESSAGE
0186 BAFF         278 LOOPY:   MOV     R2,#0FFH
0188 344D         279          CALL    DELAY
018A E986         280          DJNZ    R1,LOOPY
018C 83           281          RET
018D FE           282 RIFLOP:  MOV     A,R6          ;RETRIEVE RIFLE NUMBER
018E E7           283          RL      A             ;CODE IN BITS 1,2,&3
018F 4301         284          ORL     A,#01H        ;NO START BIT ON SERIAL OUT LINE
0191 39           285          OUTL    P1,A          ;SET UP MUX
0192 FE           286          MOV     A,R6          ;GET CURRENT RIFLE
0193 47           287          SWAP    A             ;PUT IN HIGH BYTE
0194 E7           288          RL      A             ;UPPER 3 BITS
0195 40           289          ORL     A,R5          ;CREATE CORRECT RETURN CODE
0196 AC           290          MOV     R4,A          ;TEMP STORE
0197 3459         291          CALL    PULBIT        ;GET BYTE WITH CORRECT BIT SET
                  292                                ;FOR RIFLE TRIGGER
0199 4340         293          ORL     A,#40H        ;KEEP TARGET PRESENT DOWN
019B 3A           294          OUTL    P2,A          ;RISING EDGE OF TRIGGER PULSE
019C 9A40         295          ANL     P2,#40H       ;FALLING EDGE OF PULSE
019E 3466         296          CALL    CHECK
01A0 83           297          RET
                  298 ;
                  299 ;  DRIVER FOR RIFLE SIMULATION AND ITS MESSAGES LOCATED
                  300 ;  IN FOURTH PAGE OF MEMORY
                  301 ;
                  302 ;
                  303 ;        THIS SEGMENT OF THE UPI-PROGRAM PROVIDES SIMULATED
                  304 ;        RIFLE DATA INPUT TO THE 80/20 COMPUTER  IT CHECKS
                  305 ;        FOR THE PROPER RETURN BYTE TO THE UPI-41 FOR THE
                  306 ;        SIMULATED SHOT AND INDICATES FAILURES BY A MESSAGE
                  307 ;        TO THE CONSOLE.  INITIALLY IT SIGNS ON AND PROMPTS
                  308 ;        THE USER FOR THE HARDWARE MODIFICATIONS NECESSARY
                  309 ;        IF A FAILURE OCCURS THE TEST WILL CONTINUE AND OUT-
                  310 ;        PUTS 1 FAILURE MESSAGE FOR EACH FAILURE OCCURENCE
                  311 ;        WHEN THE TEST IS COMPLETE IT PROMPTS THE USER TO
                  312 ;        ASK THE 80/20 FOR ITS OUTPUT.
                  313 ;
                  314 ;
                  315 ;        THE PROGRAM IS NON-INTERRUPT DRIVEN AND INSTEAD USES
                  316 ;        THE INTERRUPT FLAG TO DETERMINE WHEN VALID DATA IS PRESENT
                  317 ;        ON THE 80/20 DATA LINES.  UPON ENTERING THE ROUTINE
                  318 ;        FLAG 0 IS SET SO THAT INTERRUPTS WILL NOT BE REENABLED
                  319 ;        WHEN THE OUTPUT ROUTINE IS CALLED   IF THE 80/20 DOES
                  320 ;        NOT RESPOND AT ALL TO AN INPUT BY THE UPI-41(INDICATED
                  321 ;        BY THE INTERRUPT FLAG NEVER BEING SET) THE 41 TIMES
                  322 ;        OUT AND JUDGES THIS AS A FAILURE AND CONTINUES THE TEST
                  323 ;
 LOC  OBJ         SEQ        SOURCE STATEMENT

                   324 ;
                   325 ;        REGISTER BANK 1 IS USED FOR THE ROUTINE AND IS REDIFINED
                   326 ;        AS FOLLOWS:
                   327 ;
                   328 ;        REGISTER 0  UNUSED
                   329 ;        REGISTER 1  OUTER LOOP OF DELAY COUNTER
                   330 ;        REGISTER 2  INNER LOOP OF DELAY COUNTER
                   331 ;        REGISTER 3  DELAY COUNTER
                   332 ;        REGISTER 4  EXPECTED RETURN DATA FROM 80/20
                   333 ;        REGISTER 5  TEMP STORAGE
                   334 ;        REGISTER 6  5 RIFLE LOOP COUNTER AND CURRENT RIFLE
                   335 ;        REGISTER 7  16 SHOT POSSIBILITIES LOOP COUNTER
                   336 ;                    AND CURRENT SHOT TYPE
                   337 ;
                   338 ;        THE BOTTOM 5 LINES OF PORT TWO FUNCTION AS THE RIFLE
                   339 ;        TRIGGERS INSTEAD OF AS THE MASK INPUTS.
                   340 ;
                   341 ;        LINE SIX OF PORT TWO IS THE TARGET PRESENT SIGNAL
                   342 ;
                   343 ;        PORT 1 LINES 4-7 SERVE AS THE SHOT TYPE INPUT LINES FOR
                   344 ;        THE 80/20.
                   345 ;
                   346 ;
 0200              347        ORG 512D                 ; PAGE 2
                   348 ;
 0200 00           349 SHTCOD: DB      0,2,4,3,6,0,5,4
 0201 02
 0202 04
 0203 03
 0204 06
 0205 00
 0206 05
 0207 04
 0208 08           350        DB      8,9,0,2,7,8,6,1
 0209 09
 020A 00
 020B 02
 020C 07
 020D 08
 020E 06
 020F 01
                   351 ;
                   352 ;
 0210 85           353 RIFSIM: CLR     F0             ;WHILE F0 IS ALREADY SET AT THIS POINT
                   354                                ;THIS ADDS A LITTLE CLARITY, THE POINT
                   355                                ;IS THAT INTERRUPTS CANNOT BE REENABLED
 0211 95           356        CPL     F0             ;WHEN THE SERIAL OUTPUT ROUTINE IS ENTERED
                   357
 0212 23C0         358        MOV     A,#0C0H        ;
 0214 3A           359        OUTL    P2,A           ;DISALLOW FURTHER INTERRUPT REQUESTS
                   360                                ;OR INTERRUPT FLAG SETS BY DESELECTING
                   361                                ;THE CHIP. TARGET FLAG DOWN AND TRIGGERS DOWN,
                   362                                ;AND TAR PRES CONTROL SET FOR UPI-41 CONTROL
 0215 15           363        DIS     I              ;WHEN CHIP RESELECTED INTERRUPTS WILL
                   364                                ;BE CHECKED THROUGH THE INT. FLAG
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 LOC  OBJ        SEQ        SOURCE STATEMENT

 0216 25          365        EN     TCNTI          ;TIMER INTERRUPT IS USED AS A TIMEOUT
                  366                              ;FOR SEARCH ROUTINES
 0217 B91A        367        MOV    R1,01AH        ;CLEAR THE CRT SCREEN & HOME CURSOR
 0219 3430        368        CALL   OUTPUT
 021B 3450        369        CALL   DELAY1         ;ALLOW CRT TIME TO CLEAR
 021D 345D        370        CALL   CRLF           ;SPACE DOWN THREE LINES
 021F 345D        371        CALL   CRLF           ;
 0221 345D        372        CALL   CRLF           ;
 0223 2300        373        MOV    A,#LOW SIGNON  ;ADDRESS OF SIGN ON MESSAGE
 0225 AB          374        MOV    R3,A           ;STORE STRING ADDRESS
 0226 E3          375        MOVP3  A,@A           ;GET STRING LENGTH
 0227 AE          376        MOV    R6,A           ;STORE STRING LENGTH
 0228 3427        377        CALL   STROUT         ;SEND STRENGTH
 022A 345D        378        CALL   CRLF           ;CARRIAGE RETURN LINE FEED
 022C 345D        379        CALL   CRLF
 022E 23E0        380        MOV    A,#LOW PROMPT  ;PROMPT MESSAGE
 0230 AB          381        MOV    R3,A           ;STORE STRING ADDRESS
 0231 E3          382        MOVP3  A,@A           ;
 0232 AE          383        MOV    R6,A           ;
 0233 3427        384        CALL   STROUT         ;
 0235 345D        385        CALL   CRLF           ;
 0237 3450        386        CALL   DELAY1         ;WAIT FOR 80/20 TO TYPE OUT LET'S START.
 0239 3450        387        CALL   DELAY1
 023B 3450        388        CALL   DELAY1
 023D D5          389 TEST:  SEL    RB1
 023E 9A00        390        ANL    P2,#00H        ;REENABLE CHIP SELECT AND PUT TARGET
                  391                              ;FLAG UP.
 0240 BE05        392 RLOOP5: MOV   R6,#05H        ;INITIALIZE RIFLE NUMBER AND LOOP
                  393                              ;COUNTER FOR 5 TIMES THROUGH
 0242 BF10        394 RLOOP1: MOV   R7,#16         ;INITIALIZE SHOT TYPE AND LOOP
                  395                              ;COUNTER FOR 16 TIMES THROUGH
 0244 54CD        396 RLOOP2: CALL  SMLOOP         ;RIFLE SIMULATION SUBROUTINE
 0246 EF44        397        DJNZ   R7,RLOOP2      ;ALL DATA POSSIBILITIES DONE?
 0248 EE42        398        DJNZ   R6,RLOOP1      ;DONE?
 024A 8A40        399        ORL    P2,#40H        ;TARGET PRESENT DOWN
 024C BB05        400        MOV    R3,#5D         ;WAIT 1 SEC REQUIRED BEFORE NEW TAR
 024E 3450        401 LOOPX: CALL   DELAY1         ;CAN APPEAR
 0250 EB4E        402        DJNZ   R3,LOOPX
 0252 9A00        403 TOLATE: ANL   P2,#00H        ;TARGET PRESENT UP
 0254 BAFF        404        MOV    R2,#0FFH       ;MAKE SURE 80/20 SEES FLAG
 0256 344D        405        CALL   DELAY
 0258 8A40        406        ORL    P2,#40H        ;TARGET PRESENT DOWN
 025A BAFF        407        MOV    R2,#0FFH       ;GIVE 80/20 CHANCE TO RESPOND
 025C 344D        408        CALL   DELAY
 025E BE05        409        MOV    R6,#5          ;RIFLE COUNTER
 0260 BD0A        410        MOV    R5,#0AH        ;CODE FOR MISS-TOO LATE
 0262 3480        411 LOOPC: CALL   RIFLOP         ;SUBROUTINE WHICH FIRES SHOT FOR CURRENT
                  412                              ;RIFLE, CHECKS FOR RESET TO EXTERNAL FF,
                  413                              ;AND CHECKS FOR CORRECT MESSAGE SENT BACK
                  414                              ;BY 80/20.
 0264 EE62        415        DJNZ   R6,LOOPC       ;DONE?
 0266 BB05        416        MOV    R3,#5D         ;WAIT 1 SEC REQ FOR NEW TAR APPEARANCE
 0268 3450        417 LOOPL: CALL   DELAY1
 026A EB68        418        DJNZ   R3,LOOPL
 026C BE05        419 TARIGN: MOV   R6,#5D         ;RIFLE COUNTER
 LOC  OBJ         SEQ        SOURCE STATEMENT

 026E 3450        420 LOOPD:  CALL   DELAY1          ;
 0270 9A00        421         ANL    P2,000H         ;TARGET PRESENT UP
 0272 BAFF        422         MOV    R2,00FFH        ;GIVE 80/20 TIME TO RESPOND
 0274 3440        423         CALL   DELAY
 0276 3459        424         CALL   PULBIT
 0278 43E0        425         ORL    A,011100000B    ;TOP 3 BITS MUST BE ZERO AFTER CPL
 027A 37          426         CPL    A               ;ALL BUT ONE RIFLE WILL SHOOT
 027B 3A          427         OUTL   P2,A            ;RISING EDGE OF TRIGGERS
 027C 9901        428         ANL    P1,001H         ;HAVE DATA SET FOR HITS, NO START BIT
 027E 9A00        429         ANL    P2,000          ;FALLING EDGE
 0280 3450        430         CALL   DELAY1
 0282 3450        431         CALL   DELAY1          ;GIVE 80/20 TIME TO SEND ALL MESSAGES
 0284 22          432         IN     A,DBB           ;CLEAR IBF FLAG WHICH THE 80/20 SENT 4
                  433                                ;PULSES TO.
 0285 8A40        434         ORL    P2,040H         ;TARGET PRESENT DOWN
 0287 BB06        435         MOV    R3,06D          ;DELAY OVER 1 SECOND SO THAT UPI WILL BE
 0289 3450        436 LOOPK:  CALL   DELAY1          ;CERTAIN TO HAVE RECEIVED INTER PULSE
 028B EB89        437         DJNZ   R3,LOOPK
 028D D690        438         JNIBF  NOINT           ;IF NO INT PULSE INDICATE A FAILURE
 028F FE          439         MOV    A,R6            ;GET CURRENT RIFLE
 0290 E7          440         RL     A               ;DATA IN BITS 3,2,1
 0291 47          441         SWAP   A               ;IN BITS 7,6,5.
 0292 430C        442         ORL    A,00CH          ;C IS ADDRESS OF "TARGET IGNORED."
 0294 AC          443         MOV    R4,A            ;STORE
 0295 22          444         IN     A,DBB           ;INPUT DATA
 0296 DC          445         XRL    A,R4            ;IF RESULT IS ZERO THEN BYTES IDENTICAL
 0297 C6A1        446         JZ     CONTA
 0299 231A        447         MOV    A,# LOW FAL2    ;PREPARE TO CALL DATA FAILURE ROUT.
 029B 449F        448         JMP    CONTB
 029D 2324        449 NOINT:  MOV    A,# LOW FAL3
 029F 54AD        450 CONTB:  CALL   FAIL
 02A1 EE6E        451 CONTA:  DJNZ   R6,LOOPD
 02A3 BE05        452 MINOTR: MOV    R6,#5           ;5 RIFLES
 02A5 BD0B        453         MOV    R5,00BH         ;CODE FOR NO TARGET
 02A7 3480        454 LOOPJ:  CALL   RIFLOP
 02A9 EEA7        455         DJNZ   R6,LOOPJ
 02AB 047A        456         JMP    FINIS
                  457 ;
                  458 ;
                  459 ;
                  460 ;
                  461 ;
                  462 ;
                  463 ;
                  464 ;
 02AD C5          465 FAIL:   SEL    RB0             ;SEND RIFLE IDENTIFIER TO CRT
 02AE AF          466         MOV    R7,A            ;STORE FAILURE TYPE
 02AF D5          467         SEL    RB1
 02B0 FE          468         MOV    A,R6            ;GET CURRENT RIFLE
 02B1 C5          469         SEL    RB0
 02B2 E7          470         RL     A               ;MUL BY TWO TO ACCESS TWO LOCATIONS AT A TIME
 02B3 43F0        471         ORL    A,00F0H         ;ACCESS FXH
 02B5 AD          472         MOV    R5,A            ;TEMP STORE
 02B6 A3          473         MOVP   A,@A            ;GET RIFLE IDENTIFIER
 02B7 A9          474         MOV    R1,A
 LOC  OBJ         SEQ        SOURCE STATEMENT

 02B8 3430         475        CALL   OUTPUT
 02BA FD           476        MOV    A,R5             ;RETRIEVE POINTER
 02BB 17           477        INC    A                ;ACCESS NEXT LOCATION
 02BC A3           478        MOVP   A,@A             ;GET REST OF IDENTIFIER
 02BD A9           479        MOV    R1,A
 02BE 3430         480        CALL   OUTPUT
 02C0 B920         481        MOV    R1,0020H         ;ASCII SPACE
 02C2 3430         482        CALL   OUTPUT
 02C4 FF           483        MOV    A,R7             ;RETRIEVE FAILURE TYPE
 02C5 AB           484        MOV    R3,A             ;NOW SEND OUT FAILURE TYPE TO CRT
 02C6 E3           485        MOVP3  A,@A             ;
 02C7 AE           486        MOV    R6,A             ;
 02C8 3427         487        CALL   STROUT           ;
 02CA 345D         488        CALL   CRLF             ;
 02CC 93           489        RETR                    ;
 02CD FF           490 SHLOOP: MOV   A,R7             ;GET SHOT TYPE
 02CE 07           491        DEC    A
 02CF 37           492        CPL    A
 02D0 530F         493        ANL    A,0FH            ;SHOT DATA LINES HAVE INVERTING DRIVERS
 02D2 47           494        SWAP   A                ;SHOT TYPE DATA LINES ARE P1 4-7
 02D3 AD           495        MOV    R5,A             ;TEMP STORE
 02D4 FE           496        MOV    A,R6             ;GET CURRENT RIFLE
 02D5 E7           497        RL     A                ;PUT CODE IN BITS 1,2,&3
 02D6 4D           498        ORL    A,R5             ;OR SHOT TYPE & RIFLE # TOGETHER
 02D7 4301         499        ORL    A,001H           ;DON'T SEND OUT A START BIT
 02D9 39           500        OUTL   P1,A             ;SET UP SHOT DATA LINES AND
                   501                                ;INPUTS TO THE MULTIPLEXER.
 02DA FF           502        MOV    A,R7             ;RETRIEVE SHOT TYPE
 02DB 07           503        DEC    A
 02DC A3           504        MOVP   A,@A             ;GET CORRECT RETURN CODE FOR COMPARISON
 02DD AD           505        MOV    R5,A             ;STORE
 02DE FE           506        MOV    A,R6             ;GET CURRENT RIFLE
 02DF 47           507        SWAP   A                ;PUT CODE IN UPPER 4 BITS
 02E0 E7           508        RL     A                ;UPPER 3 BITS
 02E1 4D           509        ORL    A,R5             ;CREATE EXPECTED RETURN CODE
 02E2 AC           510        MOV    R4,A             ;STORE
 02E3 3459         511        CALL   PULBIT           ;GET FROM PAGE 1 A BYTE WHICH WILL
                   512                                ;HAVE THE CORRECT BIT SET FOR A
                   513                                ;TRIGGER PULL BY THIS RIFLE
 02E5 3A           514        OUTL   P2,A             ;RISING EDGE OF PULSE
 02E6 27           515        CLR    A
 02E7 3A           516        OUTL   P2,A             ;FALLING EDGE OF PULSE. NOTE: THIS
                   517                                ;MAY OR MAY NOT BE THE CASE IN REALITY
                   518                                ;FOR IF THE MASK SWITCH FOR THE CURRENT
                   519                                ;RIFLE IS ON, THEN THE ACTUAL PULSE
                   520                                ;WILL ONLY BE THE MUCH SHORTER PULSE(500
                   521                                ;NSEC) THAT THE UPI PROVIDES AS A FAST
                   522                                ;TURN ON FOR THE PORT BEFORE THE 50K
                   523                                ;PULLUP TAKES EFFECT. HERE THE 50K
                   524                                ;PULLUP WILL NOT PROVIDE A HIGH OUTPUT
                   525                                ;DUE TO THE 5K PULLDOWN AND THE OUTL
                   526                                ;INSRUCTION WOULD NOT BE NEEDED
                   527                                ;THE LOGIC 'HIGH' WILL ACTUALLY BE
                   528                                ; ABOUT 2.5V WHICH IS ACCEPTABLE TO THE 41
 02E8 3466         529        CALL   CHECK
```

```
LOC  OBJ          SEQ        SOURCE STATEMENT

02EA 83            530         RET
                   531
                   532
02F2               533         ORG     2F2H
                   534
02F2 5231          535         DB      'R1','R2','R3','R4','R5'
02F4 5232
02F6 5233
02F8 5234
02FA 5235
                   536
                   537
                   538
                   539 ;
                   540 ;
                   541 ;
                   542 ;
                   543 ; STRING DATA LOCATED IN THIRD PAGE OF MEMORY
                   544 ;
                   545 ;
0300               546         ORG 768D
0300 04            547         DB      4H,'MISS          '
0301 4D495353
0305 20202020
0309 20202020
030D 202020
0310 03            548         DB      3H,'HIT'
0311 484954
0314 05            549 FAL1:   DB      05H,'F RES'
0315 46205245
0319 53
031A 05            550 FAL2:   DB      05H,'F DAT'
031B 46204441
031F 54
0320 03            551         DB      3H,'LOW'
0321 4C4F57
0324 05            552 FAL3:   DB      05H,'F INT        '
0325 4620494E
0329 54202020
032D 202020
0330 09            553         DB      9H,'LOW RIGHT      '
0331 4C4F5720
0335 52494748
0339 54202020
033D 202020
0340 05            554         DB      5H,'RIGHT          '
0341 52494748
0345 54202020
0349 20202020
034D 202020
0350 0A            555         DB      10D,'HIGH RIGHT     '
0351 48494748
0355 20524947
0359 48542020
035D 202020
```

```
 LOC  OBJ         SEQ        SOURCE STATEMENT

 0360 04          556         DB     4H,'HIGH      '
 0361 48494748
 0365 20202020
 0369 20202020
 036D 202020
 0370 09          557         DB     9H,'HIGH LEFT      '
 0371 48494748
 0375 204C4546
 0379 54202020
 037D 202020
 0380 04          558         DB     4H,'LEFT      '
 0381 4C454654
 0385 20202020
 0389 20202020
 038D 202020
 0390 08          559         DB     8H,'LOW LEFT      '
 0391 4C4F5720
 0395 4C454654
 0399 20202020
 039D 202020
 03A0 0D          560         DB     13D,'MISS-TOO LATE  '
 03A1 4D495353
 03A5 2D544F4F
 03A9 204C4154
 03AD 452020
 03B0 09          561         DB     9H,'NO TARGET      '
 03B1 4E4F2054
 03B5 41524745
 03B9 54202020
 03BD 202020
 03C0 0E          562         DB     14D,'TARGET IGNORED '
 03C1 54415247
 03C5 45542049
 03C9 474E4F52
 03CD 454420
 03D0 0F          563 SIGNON: DB     15D,'RIFLE SIMULATOR'
 03D1 5249464C
 03D5 45205349
 03D9 4D554C41
 03DD 544F52
 03E0 0F          564 PROMPT: DB     15D,'STRAP IN PLACE?'
 03E1 53545241
 03E5 5020494E
 03E9 20504C41
 03ED 43453F
 03F0 0F          565 DONE:   DB     15D,'  TEST COMPLETE'
 03F1 20205445
 03F5 53542043
 03F9 4F4D504C
 03FD 455445
                  566         END

USER SYMBOLS
CHECK  0166   CONT   0033   CONT1  0067   CONT2  0113   CONTA  02A1   CONTB  029F   CONTM  003E   CRLF   015D
DELAY  014D   DELAY1 0150   DLOOP  0152   DONE   03F0   ESCAPE 0055   EXTINT 0003   FAIL   02AD   FAL1   0314
```

```
ISIS-II MCS-48/UPI-41 MACRO ASSEMBLER, V2.0                PAGE   13
18 JAN 79

FAL2   031A   FAL3   0324   FINIS  007A   HERE   0083   INIT   000A   INROUT 0050   LOCSET 011A   LOOK   0169
LOOP1  013A   LOOPC  0262   LOOPD  026E   LOOPJ  02A7   LOOPK  0289   LOOPL  0268   LOOPX  024E   LOOPY  0186
LOOPZ  016E   MASK   0105   MINOTR 02A3   MSKDAT 0100   NEXT1  0184   NOINEN 014C   .NOINT 029D   NOINTR 0180
OUTPUT 0130   PROMPT 03E0   PULBIT 0159   QUEFUL 0068   RIFLOP 018D   RIFSIN 0210   RLOOP1 0242   RLOOP2 0244
RLOOP5 0240   SHTCOD 0200   SIGNON 03D0   SMLOOP 02CD   START  002A   STROUT 0127   TAB    0114   TARIGN 026C
TEST   023D   TIINRT 006A   TIMINT 0007   TOLATE 0252   WAIT   0027

ASSEMBLY COMPLETE,  NO ERRORS
```

```
ISIS-II LOCATER V3.1 INVOKED BY:
-LOCATE :F1:TST.TMP TO  F1:TST SYMBOLS LINES MAP PRINT(:F1:TST PPT)

SYMBOL TABLE OF MODULE TST
READ FROM FILE :F1:TST.TMP
WRITTEN TO FILE :F1:TST

VALUE TYPE SYMBOL

      MOD  TESTMODULE
C1BFH SYM  MEMORY
C001H SYM  TEST
C001H LIN     14
C001H LIN     15
C004H LIN     16
C007H LIN     17
C00AH LIN     18
C00DH LIN     19
C010H LIN     20
C013H LIN     21
      MOD  TESTPROCMODULE
C1BFH SYM  MEMORY
C000H SYM  TSTCHECK
3900H SYM  N
C018H SYM  DONE
C018H SYM  LEDON
3901H SYM  K
C020H SYM  FAIL
3902H SYM  J
3903H SYM  IODATA
C08DH SYM  IOTEST
C014H SYM  LOWLIMIT
C016H SYM  HIGHLIMIT
3904H SYM  INITIALTIME
3906H SYM  FINALTIME
3908H SYM  ELAPSEDTIME
390AH SYM  I
C0DDH SYM  TIMERTEST
C138H SYM  USARTTEST
C018H LIN     41
C018H LIN     42
C018H LIN     43
C01CH LIN     44
C01FH LIN     45
C020H LIN     47
C024H LIN     49
C033H LIN     50
C041H LIN     51
C045H LIN     52
C04AH LIN     53
C051H LIN     54
C05FH LIN     55
C064H LIN     56
C06BH LIN     57
C072H LIN     58
C080H LIN     59
C085H LIN     60
C08CH LIN     61
C08DH LIN     65
C08DH LIN     67
C090H LIN     68
C094H LIN     69
C099H LIN     70
C09EH LIN     71
C0A3H LIN     72
C0A7H LIN     73
```

```
C0ACH LIN     74
C0B1H LIN     75
C0B6H LIN     76
C0BAH LIN     77
C0BFH LIN     78
C0C4H LIN     79
C0C9H LIN     80
C0CDH LIN     81
C0D2H LIN     82
C0D7H LIN     83
C0DCH LIN     85
C0DDH LIN     90
C0DDH LIN     91
C0E0H LIN     92
C0E5H LIN     93
C0EBH LIN     94
C0F9H LIN     95
C0FEH LIN     96
C105H LIN     97
C10BH LIN     98
C117H LIN     99
C121H LIN    100
C126H LIN    101
C132H LIN    102
C137H LIN    103
C138H LIN    106
C138H LIN    107
C13BH LIN    108
C140H LIN    109
C143H LIN    110
C148H LIN    111
C14CH LIN    112
C151H LIN    113
C156H LIN    114
C160H LIN    115
      MOD   RAMTST
C168H SYM   LOOP
C184H SYM   LOOPA
C17FH SYM   RAMFAL
C161H SYM   RAMTST
      MOD   ROMTST
C1A9H SYM   CONTZ
C194H SYM   LOOPA
C18EH SYM   ROMTST
      MOD   SBCTIM
C1B6H SYM   LOOPA
C1B5H SYM   LOOPB
C1B3H SYM   SBCTIM

MEMORY MAP OF MODULE TST
READ FROM FILE :F1:TST TMP
WRITTEN TO FILE :F1:TST
MODULE START ADDRESS 0026H

START    STOP LENGTH REL NAME

C000H   C08CH     8DH   A   ABSOLUTE
C08DH   C1BEH    132H   A   ABSOLUTE
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE TESTMODULE
OBJECT MODULE PLACED IN :F1:TESTER.OBJ
COMPILER INVOKED BY:  PLM80 :F1:TESTER.PLM DEBUG IXREF DATE (12 OCT 78)



                     /* THIS TEST PROGRAM WAS WRITTEN BY TOM RIORDAN   ITS FUNCTION
                        IS TO ACT AS THE DRIVER FOR THE TEST PROCEDURES AS CALLED */

   1           TEST$MODULE: DO;

   2   1       RAMTST: PROCEDURE EXTERNAL;
   3   2        END RAMTST;
   4   1       ROMTST: PROCEDURE EXTERNAL;
   5   2        END ROMTST;
   6   1       IO$TEST: PROCEDURE EXTERNAL;
   7   2        END IO$TEST;
   8   1       TIMER$TEST: PROCEDURE EXTERNAL;
   9   2        END TIMER$TEST;
  10   1       USART$TEST: PROCEDURE EXTERNAL;
  11   2        END USART$TEST;
  12   1       DONE: PROCEDURE EXTERNAL;
  13   2        END DONE;

  14   1       TEST: PROCEDURE PUBLIC;
  15   2           CALL RAMTST;
  16   2           CALL ROMTST;
  17   2           CALL IO$TEST;
  18   2           CALL TIMER$TEST;
  19   2           CALL USART$TEST;
  20   2           CALL DONE;
  21   2       END TEST;


  22   1       END TEST$MODULE;


MODULE INFORMATION:

     CODE AREA SIZE     = 0013H     19D
     VARIABLE AREA SIZE = 0000H      0D
     MAXIMUM STACK SIZE = 0002H      2D
     29 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ISIS-II PL/M-80 V3.1 COMPILATION OF MODULE TESTPROCMODULE
OBJECT MODULE PLACED IN :F1:TSTPRC.OBJ
COMPILER INVOKED BY:  PLM80 :F1:TSTPRC.PLM IXREF DEBUG DATE (5 JUL 79)


  1          TEST$PROC$MODULE: DO;

  2   1      DECLARE TSTCHECK BYTE PUBLIC AT (0C000H) DATA(1);
             $NOLIST

 38   1      DECLARE N BYTE;

 39   1      DECLARE WORD LITERALLY 'ADDRESS';

 40   1      DECLARE DONTCARE LITERALLY '00H', FOREVER LITERALLY 'WHILE 1',
                     DIAGNOSTIC$LED LITERALLY '0D6H';
 41   1       DONE: PROCEDURE PUBLIC;
 42   2         LED$ON:
                  DO FOREVER;
 43   3                 OUTPUT(DIAGNOSTIC$LED)=DONT$CARE;
 44   3             END LED$ON;
 45   2       END DONE;

 46   1      DECLARE K BYTE;
 47   1      FAIL: PROCEDURE(J) PUBLIC;
 48   2      DECLARE J BYTE;
 49   2        DO K=1 TO J;
 50   3         DO N=1 TO 10;
 51   4          OUTPUT(DIAGNOSTIC$LED)=DONTCARE;
 52   4          CALL SBCTIM(10);
 53   4         END;
 54   3          DO N=1 TO 40;
 55   4            CALL SBCTIM(125);
 56   4          END;
 57   3        END;
 58   2        DO N=1 TO 80;
 59   3         CALL SBCTIM(250);     /* WAIT 2 SECONDS THEN GO ON WITH TEST */
 60   3        END;
 61   2      END FAIL;

 62   1      DECLARE IO$FAIL LITERALLY '3';   /* 3 FLASHES FOR AN I/O FAILURE */
 63   1      DECLARE PORT1 LITERALLY '0E4H', PORT2 LITERALLY '0E5H',
                     PORT3 LITERALLY '0E6H', PORT6 LITERALLY '0EAH';
 64   1      DECLARE IODATA BYTE;
 65   1      IO$TEST: PROCEDURE PUBLIC;
 66   2       DO;
 67   3          CALL PORT$SET; /* SET UP IO PORTS 1&2 AS INPUTS 3&6 AS OUTPUTS */

 68   3          OUTPUT(PORT3)=00H;  /* PORT 3 WILL INVERT OUTPUT THEN PORT 1 WILL REINVERT IT  */
 69   3          IODATA=INPUT(PORT1);
 70   3          IF IODATA<>00H THEN
 71   3             CALL FAIL(IO$FAIL);

 72   3          OUTPUT(PORT3)=0FFH;
 73   3          IODATA=INPUT(PORT1);
 74   3          IF IODATA<>0FFH THEN
```

```
  3             CALL FAIL(IO$FAIL);

  3          OUTPUT(PORT6)=00H; /* PORT 6 INVERTS OUTPUT BUT PORT 2 WILL NOT REINVERT */
  3          IODATA=INPUT(PORT2);
  3          IF IODATA<>0FFH THEN
  3             CALL FAIL(IO$FAIL);

  3          OUTPUT(PORT6)=0FFH;
  3          IODATA=INPUT(PORT2);
  3          IF IODATA<>00H THEN
  3             CALL FAIL(IO$FAIL);
  3       END;
  2       END IO$TEST;

  1      DECLARE LOW$LIMIT WORD DATA(100), HIGH$LIMIT WORD DATA(300);
  1      DECLARE TIMER$FAIL$LOW LITERALLY '4', TIMER$FAIL$HIGH LITERALLY '5';
  1      DECLARE (INITIALTIME,FINALTIME,ELAPSEDTIME) WORD;
  1      DECLARE I BYTE;
  1      TIMER$TEST: PROCEDURE PUBLIC;
  2         CALL TIMER$START; /* START TIMERS 0 AND 1 */
  2         CALL SBCTIM(250);  /* GIVE TIMER TIME TO BEGIN FUNCTIONING */
  2         INITIAL$TIME = CLOCKREAD;
  2           DO I=1 TO 40; /* WAIT FOR ONE SECOND */
  3             CALL SBCTIM(250);
  3           END;
  2           FINALTIME=CLOCKREAD;

  2           ELAPSEDTIME = INITIALTIME - FINALTIME;  /* COUNTERS ARE DOWN COUNTERS */
  2           IF ELAPSEDTIME < LOW$LIMIT THEN
  2              CALL FAIL(TIMER$FAIL$LOW);
  2           IF ELAPSEDTIME > HIGH$LIMIT THEN
  2              CALL FAIL(TIMER$FAIL$HIGH);

  2       END TIMER$TEST;

  1      DECLARE USART$FAIL LITERALLY '6';
  1      DECLARE USART$STATUS LITERALLY '0EDH', USART$DATA LITERALLY '0ECH';
  1      USART$TEST: PROCEDURE PUBLIC;
  2        CALL VOTRAX$TIMER;
  2        CALL SBCTIM(100); /* MAKE CERTAIN TIMER HAS STARTED */
  2        CALL VOTRAX$SET; /* SET BAUD RATE AND BIT PATTERN */
  2        CALL SBCTIM(100); /* MAKE CERTAIN USART HAS COMPLETED INTERNAL SETUP */
  2        OUTPUT(USART$DATA)=10101010B; /* SEND OUT TEST PATTERN */
  2        CALL SBCTIM(20); /* WAIT APPROX 1.04 MSEC=>USART SHOULD BE DONE */
                           /* N.B. THIS MUST BE LONG ENOUGH EVEN WITHOUT WAIT STATES */
  2        IF NOT SHR(INPUT(USART$STATUS),2) THEN
  2           CALL FAIL(USART$FAIL);
  2      END USART$TEST;


  1       END TEST$PROC$MODULE;
```

MODULE INFORMATION

```
     CODE AREA SIZE     = 0140H    332D
     VARIABLE AREA SIZE = 000BH     11D
     MAXIMUM STACK SIZE = 0004H      4D
     138 LINES READ
     0 PROGRAM ERROR(S)

END OF PL/M-80 COMPILATION
```

```
ASM80 :F1:RAMTST.SRC DEBUG MACROFILE TITLE('11 OCT 78')

ISIS-II 8080/8085 MACRO ASSEMBLER, V2.0        RAMTST   PAGE    1
11 OCT 78

  LOC  OBJ         SEQ        SOURCE STATEMENT

                     1        NAME    RAMTST
                     2        STKLN   0H
                     3        EXTRN   DONE
                     4        PUBLIC  RAMTST
                     5
                     6        CSEG
  0000 D1            7 RAMTST: POP    D             ;GET RETURN ADDRESS THAT WAS PUSHED
                     8                               ;BY THE CALL AND SAVE IT IN THE D&E
                     9                               ;REG PAIR.  IT WILL BE VALID IF RAM
                    10                               ;IS OKAY, AND UNUSED OTHERWISE.
  0001 0100F8       11        LXI     B,0F800H      ;INCREMENTING THIS VALUE AND CHECKING
                    12                               ;FOR OVERFLOW WILL INDICATE WHEN TEST
                    13                               ;IS FINISHED.
  0004 210038       14        LXI     H,3800H       ;START OF RAM
  0007 AF           15 LOOP:  XRA     A
  0008 77           16        MOV     M,A           ;STORE 00H AT LOCATION
  0009 7E           17        MOV     A,M           ;READ 00 FROM SAME LOCATION?
  000A B7           18        ORA     A             ;SET FLAGS
  000B C21E00  C    19        JNZ     RAMFAL        ;IF 00 NOT READ BACK JUMP TO FAILURE ROUTINE
  000E 2F           20        CMA                   ;IF PASSES THEN ACCUM=FFH
  000F 77           21        MOV     M,A           ;STORE FFH AT LOCATION
  0010 7E           22        MOV     A,M           ;READ FFH FROM SAME LOCATION?
  0011 3C           23        INR     A             ;IF FFH READ BACK ACCUM=00
  0012 C21E00  C    24        JNZ     RAMFAL        ;IF FFH NOT READ BACK JUMP TO FAIL ROUT
  0015 23           25        INX     H             ;ADDRESS NEXT MEMORY LOCATION
  0016 03           26        INX     B             ;CHECK FOR TEST COMPLETE
  0017 78           27        MOV     A,B
  0018 B7           28        ORA     A
  0019 C20700  C    29        JNZ     LOOP
  001C D5           30        PUSH    D             ;PUT RETURN ADDRESS BACK ON STACK.
  001D C9           31        RET
  001E D306         32 RAMFAL: OUT    0D6H          ;FLASH LED 1 TIME TO INDICATE RAM FAILURE
  0020 01E8FD       33        LXI     B,65000       ;DELAY APPROXIMATELY 1 SEC THEN JUMP TO
  0023 0B           34 LOOPA: DCX     B             ;DONE ROUTINE.  THIS IS DONE BECAUSE THE
  0024 00           35        NOP                   ;REST OF THE TESTS CANNOT BE RUN RELIABLY
  0025 78           36        MOV     A,B           ;UNLESS THE RAM IS WORKING PROPERLY.
  0026 B7           37        ORA     A             ;
  0027 C22300  C    38        JNZ     LOOPA         ;
  002A C30000  E    39        JMP     DONE
                    40        END

PUBLIC SYMBOLS
RAMTST C 0000

EXTERNAL SYMBOLS
DONE   E 0000

USER SYMBOLS
DONE   E 0000    LOOP   C 0007    LOOPA  C 0023    RAMFAL C 001E    RAMTST C 0000

ASSEMBLY COMPLETE,  NO ERRORS
```

```
ASM80 :F1:ROMTST.SRC DEBUG MACROFILE TITLE('18 JUN 79')


ISIS-II 8080/8085 MACRO ASSEMBLER, V2.0        ROMTST   PAGE    1
18 JUN 79

 LOC  OBJ         SEQ        SOURCE STATEMENT

                    1         NAME    ROMTST
                    2         STKLN   8H
                    3         EXTRN   FAIL
                    4         PUBLIC  ROMTST
                    5
                    6         CSEG
                    7
 0000 210000        8 ROMTST: LXI     H,0H          ;START OF PROGRAM ROM
 0003 110800        9         LXI     D,0800H       ;START OF TEST ROM
 0006 0E02         10 LOOPA:  MVI     C,2           ;2 FLASHES INDICATES ROM FAILURE
 0008 7E           11         MOV     A,M           ;READ PROGRAM ROM
 0009 47           12         MOV     B,A           ;SAVE BYTE
 000A EB           13         XCHG
 000B 7E           14         MOV     A,M           ;READ TEST ROM
 000C B8           15         CMP     B             ;A-B
 000D CA1B00   C   16         JZ      CONTZ         ;IF A<>B THEN FAILURE HAS OCCURED
 0010 F5           17         PUSH    PSW
 0011 C5           18         PUSH    B
 0012 D5           19         PUSH    D
 0013 E5           20         PUSH    H
 0014 CD0000   E   21         CALL    FAIL
 0017 E1           22         POP     H
 0018 D1           23         POP     D
 0019 C1           24         POP     B
 001A F1           25         POP     PSW
 001B 13           26 CONTZ:  INX     D             ;NEXT ROM LOCATIONS
 001C 23           27         INX     H
 001D 7A           28         MOV     A,D
 001E EB           29         XCHG
 001F FE14         30         CPI     14H           ;IS TEST COMPLETE?
 0021 C20600   C   31         JNZ     LOOPA
 0024 C9           32         RET
                   33         END

PUBLIC SYMBOLS
ROMTST C 0000

EXTERNAL SYMBOLS
FAIL   E 0000

USER SYMBOLS
CONTZ  C 001B    FAIL   E 0000    LOOPA  C 0006    ROMTST C 0000

ASSEMBLY COMPLETE,  NO ERRORS
```

```
ASM80 :F1:SBCTIM.SRC DEBUG MACROFILE TITLE('23 OCT 78')


ISIS-II 8080/8085 MACRO ASSEMBLER, V2.0        SBCTIM   PAGE    1
23 OCT 78

  LOC  OBJ         SEQ        SOURCE STATEMENT

                    1         NAME    SBCTIM
                    2         STKLN   0H
                    3         PUBLIC  SBCTIM
                    4
                    5         CSEG
  0000 060A         6 SBCTIM: MVI     B,10
  0002 78           7 LOOPB:  MOV     A,B
  0003 3D           8 LOOPA:  DCR     A
  0004 C20300  C    9         JNZ     LOOPA
  0007 0D          10         DCR     C
  0008 C20200  C   11         JNZ     LOOPB
  000B C9          12         RET
                   13         END

PUBLIC SYMBOLS
SBCTIM C 0000

EXTERNAL SYMBOLS


USER SYMBOLS
LOOPA  C 0003   LOOPB  C 0002   SBCTIM C 0000

ASSEMBLY COMPLETE,   NO ERRORS
```